



Eberron campaign setting 3.5 pdf

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This product uses updated material from the v.3.5 revision.EUROPEAN HEADQUARTERSWizards of the Coast, Belgium DUNGEONS & DRAGONS, EBERRON, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, Plaver's Handbook, Dungeon Master's Guide, and MonsterT Hofveld 6d Manual and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.1702 Groot-Bijgaarden, Belgium All Wizards characters, characters, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the U.S.A. and the distinctive likenesses the distinctive likenesses the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc., in the Inc.Questions? +322-467-3360 Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc.Visit our website at and regional distributors.w w w.w i zards.com /dnd This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of campaign setting that would energize the D&D forged in war . . . community and from which DMs and players could loot material for whatever campaign world they play in. It Welcome to the Eberron Campaign Setting, a world was a bold and unique idea, married to the traditions of of swashbuckling action and dark fantasy thirty years of DUNGEONS & DRAGONS. From Keith's cre-designed especially for the DUNGEONS & DRAGONS® game. ative kernel, the world of Eberron grew into the product This product is the result of the unprecedented campaign you are now reading setting search that Wizards of the Coast undertook in 2002. We examined more than 11,000 one-page proposals THE TONE OF EBERRON from all over the world, submitted by professional game design studios, as well as by Dungeon The features that most set Eberron apart are its tone and Masters and players. alike. attitude. The setting combines traditional medieval fantasy A committee of judges reviewed every submission and dark adventure. Make no mistake-thenarrowed the field. The committee selected eleven proposals world of Eberron proudly takes its place among the D&Dand had the authors create ten-page versions of their settings worlds that have come before, with a cinematic flair and anfor review. The committee reviewed only blind submissions; eye toward the best action-adventure movies ever filmed.no names were attached to any of the review copies. From The campaign's story elements were designed with this inthese, Wizards purchased three proposals and commis- mind, and we also built it into the game mechanics with thesioned the authors to create 125-page story bibles. Using introduction of action points into the D&D game.these manuscripts as the basis, we selected the submission that would become the EBERRONTM campaign setting. The world of Eberron has a rich history built on heroic Keith Baker, Rich Burlew, and Philip Nathan Toomey deeds, evolving magic, and the wounds of a long, devastat-wrote the three proposals that made it to the final stage. ing war. In the wake of this Last War, action, adventure, Each one had something special that the committee believed good, evil, and a thousand shades of gray paint the land-would make a great D&D campaign setting. It's worth noting scape in broad, powerful strokes, and ancient mysteriesthat none of the three finalists had any professional game await discovery so that they too can influence the worlddesign credentials when they submitted their proposals. and its people. The committee had to decide which one of these proposals lead with, to put the creative and marketing muscle of Magic is built into the very fabric of the setting. ItWizards of the Coast behind for release as part of D&D's pervades and influences everyday life. It provides cer-30th anniversary celebration. tain comforts and conveniences unknown in either the In the end, Keith's campaign setting had an energy modern world or any world of medieval fantasy. Greatand level of excitement that really made the committee cities where castles scrape the sky can be found through-take notice. It was fresh and new, while still being dis- out the continent of Khorvaire, and a thriving aristoc-tinctly and recognizably D&D. We envisioned a different racy of merchant families controls much of the world's economy thanks to the edge given them by the mysterious and rare dragonmarks. MOVIES TO INSPIRE YOUMovies inspired us as we were creating this world, and they Brotherhood of the Wolf The Name of the Rosecan help put you in the mood and mindset for a rousing Casablanca Pirates of the CaribbeanEberron adventure. The following films are just a few From Hell Raiders of the Lost Arkexamples of movies that have elements of the tone and The Maltese Falcon Sleepy Hollowattitude we've packed into this campaign setting: The Mummy 7INTRODUCTION Heroes come in all shapes and sizes, all classes and resembling a magical telegraph provides communication races. They travel the world, battling villains and recovering between two locations. An arcane analog of the railroad fabulous treasure, dealing with over-the-top action, har- connects defined routes among the more civilized regions rowing challenges, cliffhanger situations, narrow escapes, of the world. Magic exists to accomplish tasks otherwise and ominous mysteries that are as likely to shed light on impossible—if you can find the right spell wielder and centuries of secrets as they are to threaten the safety of you have enough gold to pay for the privilege. the current day. As the campaign begins, the world of Eberron is The tone provides a portion of what sets this campaign emerging from a long and devastating war. The nations of apart from other D&D worlds, and this tone was first and the continent of Khorvaire were once part of a great king- foremost in mind as we built the complex tapestry that is dom of legend, the mighty kingdom of Galifar. When King the EBERRON campaign setting. Even so, it is a "same but Jarot died, his five heirs, each in command of one of the different" approach that allows us to make elements of the Five Nations that comprised to bow new campaign attractive to all D&D players—you can pick to tradition. Instead of allowing the eldest scion to take the up EBERRON products and drop large pieces of them into crown, the siblings rallied their vassals and individually vied whatever D&D campaign you happen to be playing with to take control of the kingdom. Over time, this decades- minimal, if any, adjustments. long conflict became known as the Last War, for everyone imagined that when it finally ended, the taste for bloodshed THE WORLD and battle would be wiped from the face of Khorvaire. The medieval world of Eberron is a place of magic and The Last War continued for more than a century, monsters, where arcane energy infuses the landscape and with each of the Five Nations alternately fighting against greatly influences society and industry. Thanks to a mas- or alongside one or more of the others as animosities and tery of the arcane arts, the great cities of the continent of alliances shifted like the wind in the Shargon Straits. In Khorvaire contain skyscraping castles, elemental-powered time, other nations formed as deals were made and oppor- coaches and carriages, and all manner of enchanted con- tunities presented themselves. After 102 years of fighting, veniences. Magic is industry across the face of Eberron, the leaders of the recognized nations of Khorvaire (which the innovative spark that propels society forward. now numbered twelve) met at the ancient capital of Galifar to draft a peace. With the signing of the Treaty of Throne- The advances and conve- hold, the Last War came to an end. niences made possible by magic Today, the nations of Khorvaire seek to rebuild and augment the trappings of a prosper as the new peace spreads across the land. While medieval D&D world. Magic technically at peace, the nations continue to vie for economic and the arcane arts allow for and political supremacy. Minor skirmishes break out every effects that in some ways so often, especially in the more remote sections of the con- tinent and on the most hotly contested borders. Espionage mimic technologi- and sabotage are the preferred method of diplomacy, since cal marvels that the nations engage in trade and discussion in public while didn't appear in working intrigues and double-crosses in the shadows. our world until the 1800s. Something TEN THINGS YOU A Lhazaar NEED TO KNOW prince Every Dungeon Master and player needs to know and remember these facts about the world of Eberron. 1. If it exists in D&D, then it has a place in Eber- ron. A monster or spell or magic item from the core rule- books might feature a twist or two to account for Eberron's tone and attitude, but otherwise everything in the Player's Handbook, Dungeon Master's Guide, and Monster Manual has a place somewhere in Eberron. Also, this is the first D&D setting built entirely from the v.3.5 rules, which enabled us to blend rules and story in brand-new ways. 2. Tone and attitude. The campaign combines tra- ditional medieval D&D fantasy with swashbuckling action and dark adventure. Alignments are relative gauges of a character or creature's viewpoint, and not absolute barom- eters of affiliation and action: nothing is exactly as it seems. Alignments are blurred, so that it's possible to encounter an evil silver dragon or a good vampire. Traditionally good- aligned creatures may wind up opposed to the heroes, while well-known agents of evil might provide assistance whenit's least expected. To help capture the cinematic nature of roval orders of knights and wizards, secret societies, sinister INTRODUCTION the swordplay and spellcasting, we've added action points masterminds, dragons, and a multitude of organizations and to the rules mix. This spendable, limited resource allows factions jockey for position in the afterglow of the Last War.players to alter the outcome of dramatic situations and have Eberron teems with conflict and intrigue.their characters accomplish the seemingly impossible. 8. Dragonmark dynasties. The great dragonmarked 3 A world of magic. The setting supposes a world that families are the barons of industry and commerce through-developed not through the advance of science, but by the out Khorvaire and beyond. Their influence transcendsmastery of arcane magic. This concept allows for certain political boundaries, and they remained mostly neutralconveniences unimagined in other medieval timeframes. during the Last War. While not technically citizens of anyThe binding and harnessing of elemental creatures makes nation, the matriarchs and patriarchs of each house liveairships and rail transport possible. A working class of in splendor within their enclaves and emporiums located minor mages uses spells to provide energy and other throughout Khorvaire. These dynastic houses of com-necessities in towns and cities. Advances in magic item merce derive their power from the dragonmarks—unique, creation have led to everything from self-propelled farm- hereditary arcane sigils that manifest on certain indi-ing implements to sentient, free-willed constructs. viduals within the family, granting them limited but very useful magical abilities associated with the trade guilds 4. A world of adventure. From the steaming jungles of the family controls. Aerenal to the colossal ruins of Xen'drik, from the toweringkeeps of Sharn to the blasted hills and valleys of the Demon 9. Dragonshards. Ancient legends and creationWastes, Eberron is a world of action and adventure. Adven- myths describe Eberron as a world in three parts: thetures can and should draw heroes from one exotic location ring above, the subterranean realm below, and the landto another across nations, continents, and the entire world. between. Each of these world sections is tied to a greatThe guest for the Mirror of the Seventh Moon may take the dragon of legend—Siberys, Khyber, and Eberron. Eachheroes from a hidden desert shrine to a ruined castle in section of the world produces stones and crystals imbued the Shadow Marches and finally to a dungeon deep below with arcane power—dragonshards. With dragonshards, the Library of Korranberg, Through the use of magical dragonmarks can be made more powerful, elementalstransportation, heroes can reach a wider range of environ- can be controlled and harnessed, and magic items of allments over the course of an adventure, and thus deal with a sorts can be crafted and shaped. These shards, however, diverse assortment of monsters and challenges. are rare and difficult to come by, making them expensive and often the goals of great guests and adventures. 5. The Last War has ended—sort of. The Last War, which plunged the continent of Khorvaire into civil war 10. New races. In addition to the common playermore than a century ago, ended with the signing of the character races found in the Player's Handbook, players canTreaty of Thronehold and the establishment of twelve recog- choose to play changelings, kalashtar, shifters, and war-nized nations occupying what was once the kingdom of Gali- forged in Eberron. Changelings are a race that evolved fromfar. At least overtly, the peace has held for almost two years as the crossing of doppelgangers and humans, giving themthe campaign begins. The conflicts, the anger, and the pain minor shapechanging abilities. Kalashtar are planar enti-of the long war remain, however, and the new nations seek ties merged with human hosts who are capable of becom-every advantage as they prepare for the inevitable next war ing powerful wielders of psionicpower. (To fully utilize that will eventually break out on the continent. the kalashtar and other psionic elements of the world, we strongly recommend the use of the Expanded Psionics Handbook.) 6. The Five Nations. The human-dominated civili- Shifters developed from the mixing of humans and lycan-zations on the the continent of Khorvaire trace a lineage to thropes, a union that grants them limited bestial abilities the ancient kingdom of Galifar, which was made up of five and feral instincts. The warforged are sentient constructs distinct regions, or nations. These were Aundair, Breland, created during the Last War who developed free will and aCyre, Karrnath, and Thrane. Four of these survive to the desire to improve their position in the world.present day as independent countries; Cyre was destroyedbefore the start of the campaign. The devastated terri- And now, as the lightning rail pulls into the station at Firsttory it once occupied is now known as the Mournland. A Tower, it's time to explore the world of Eberron and seecommon epithet among the people of Khorvaire is "By the what adventures await us. Grab your sword, gather yourFive Nations," or some version thereof. The Five Nations, and make sure you're ready—for anything.refers to the ancient kingdom of Galifar and harkens backto a legendary time of peace and prosperity. And Now . . . 7. A world of intrigue. The war is over, and the nations How you approach the rest of this book depends on yourof Khorvaire now try to build a new age of peace and pros- own style and interests. If you want to know more aboutperity. Ancient threats linger, however, and the world des- the particulars of the world and the story underlying theperately needs heroes to take up the cause. Nations compete campaign setting, check out Chapter 7: Life in the Worldon many levels—economic, political influence, territory, and Chapter 8: Organizations. Or, if game mechanics aremagical power-each looking to maintain or improve its your first interest, turn the page and begin with Chaptercurrent status by any means short of all-out war. Espionage 1: Character Races. If you come across an unfamiliar nameand sabotage services create big business in certain circles. or term anywhere in the book, you can use the index to The dragonmarked houses, churches both pure and corrupt, locate more information on the topic.crime lords, monster gangs, psionic spies, arcane universities, 9One moment, Orbas the half-orc was comparing the warforged known as Relic to a wagon withthree wheels. "It had a purpose onceupon a time," he laughed. "Now it's somuch old trash." The next moment, Orbas was being hurled across the common room of the Broken Anviltavern like an empty keg of ale. . . . CHAPTER ONE CHARACTER RACESCHARACTER RACEST he people of Eberron make up a rich tapes- Shifters, the descendants of lycanthropes, able to try of races, including all the common races manifest bestial characteristics for short periods of time. detailed in the Player's Handbook and four new common races unique to this world that can Warforged, sentient constructs built to fight in the be used in any D&D campaign. Each race has Last War, now seeking to find a place in the uneasy peaceits own flavor and style, filling the various roles found in that infuses the world the highly magical societies of Eberron. EBERRON RACIAL ABILITY ADJUSTMENTS* This chapter offers a brief treatment of how eachcommon race in the Player's Handbook differs from that Race Ability Adjustments Favored Classdescription in an EBERRON campaign. If not otherwiseindicated here, use the material from the Player's Handbook Changeling None Roguewhen playing a common race. Kalashtar None Psion The four new races presented in this chapter are: Changelings, a race that has evolved from the mixing Shifter +2 Dexterity, -2 Intelligence, Rangerof doppelgangers and humans, granting them a limitedability to alter their forms. -2 Charisma Kalashtar. a blending of alien mind and human fleshwho are masters of mental powers. Warforged +2 Constitution, -2 Wisdom, Fighter -2 Charisma *For the common races, see page 12 of the Player's Handbook. HumansCHARACTER RACES HUMANS Changeling Humans, a relatively young race, are the dominant race of Eberron.12 Human Lands: Human culture was born on the continent of Sarlona, with the first settlers sailing from Sarlona's western coast to the region of Khorvaire now called the Lhazaar Principalities. From there, they spread across the continent of Khorvaire, disrupting the placid elven empire of Aerenal and leaving ruined goblin king- doms in their wake. With the arrival of the Inspired in Sarlona, human dominance on that continent came to an end. The humans of Khorvaire feel no particular connec- tion to their ancestral homeland. Indeed, most don't even realize their ancestors came from that distant land. Dragonmarks: Humans control many of the dragon- marked houses. House Cannith carries the Mark of Passage, domi- nating the courier shipping, and transportation trades. House Deneith carries the Mark of Sentinel, allowing its members to dominate the field of personal protection. House Vadalis carries the Mark of Handling, making its members foremost in the business of livestock breeding and training. CHANGELINGS Changelings are subtle shapeshifters capable of disguis- ing their appearance. They evolved through the union of doppelgangers and humans, eventually becoming a sepa- rate race distinct from either ancestral tree. They do not possess the full shapechanging ability of a doppelganger, but they can create effective disguises at will. This ability makes them consummate spies and criminals, and many changelings live up to that potential. Personality: In general, changelings are prudent and cautious, preferring to take risks only when they feel that their chances of success are good or the payoff is worth it. They appreciate the finer things in life and take great pleasure in the comforts of a wealthy lifestyle when they can obtain it. They avoid direct confrontation, preferring stealthy strikes and hasty retreats whenever possible. In conversation, they are soft-spoken but have a gift for draw- ing out more information than the other party intends to reveal. Physical Description: Changelings strongly resemble their doppelganger lineage, with only a passing nod to their human heritage. All changelings fall within the boundaries of Medium size, usually standing between 5 and 6 feet tall. Unlike true doppelgangers, changelings do have gender in their natural form, although they can adopt any shape they like. Changelings have pale gray skin, and their hair is thin and fair. Their limbs are long and slightly out of proportion compared to other humanoids. Their faces have slightly more distinct fea- tures than a doppelganger's, including a hint of nose and lips, though their eyes remain blank white and the rest of AJ their facial features don't look guite as finished as those on a human. Relations: Nobody with any sense completely trusts • +2 racial bonus on Bluff, Intimidate, and Sense CHARACTER RACESa changeling. Many people, however, have reason to dobusiness with them. Most members of other races treat Motive checks: Changelings with extreme caution. Dwarves have little deception and intimidation, and though they cannot patience for their deceptive and subtle manner. Halflings, actually detect thoughts as doppelgangers can, theyon the other hand, enjoy matching wits with changelings, can intuitively read body language and attitude withthough they are often rivals in certain shady activities. surprising accuracy. Alignment: Changelings of all alignments exist, but • Natural Linguist: Changelings add Speak Languagemost gravitate toward the neutral alignment. They focuson their own concerns without any meaningful regard for to their list of class skills for any class they adopt. laws or morals. Many have their own code of honor butare also fiercely independent. Some refuse to engage in • Minor Change Shape (Su): Changelings have theassassination, while others embrace that path as the mostperfect form of the changeling art of deception. supernatural ability to alter their appearance as though using a disguise self spell that affects their Changeling Lands: Changelings live wherever bodies but not their possessions. This ability is nothumans do in Khorvaire, blending in among them and an illusory effect, but a minor physical alteration ofliving in their shadow. They are most commonly found in a changeling's facial features, skin color and texture, the large cities of Khorvaire, where they form the back- and size, within the limits described for the spell. Abone of the criminal underworld, though many find more changeling can use this ability at will, and the altera-respectable work as entertainers, inquisitives, government tion lasts until she changes shape again. A changelingagents, and sometimes adventurers. Changelings have no reverts to her natural form when killed. A true seeingestablished homeland of their own. spell reveals her natural form. When using this abil- ity to create a disguise, a changeling receives a +10 Dragonmarks: Changelings never develop dragon- circumstance bonus on Disguise checks. Using thismarks, though they can mimic a mark's form if not ability is a full-round action.its power. • Automatic Languages: Common. Bonus Languages: Religion: Many changelings revere the deity knownas the Traveler, one of the Dark Six. Others follow a per- Auran, Dwarven, Elven, Giant, Gnome, Halfling, sonal philosophy of the perfect form, in which physical and Terran.transformation is a mystical practice symbolizing spiritual purification. This philosophy is curiously amoral, and its • Favored Class: Rogue. A multiclass changeling's roquepractitioners include both assassins and saintly ascetics. class does not count when determining whether she Language: Changelings speak Common, which allows takes an experience point penalty for multiclassing them to move easily among humans and members of allother races. They often learn as many other languages as DWARVES they can to facilitate a multitude of disguises. Dwarves are natural miners and smiths, and they control Names: Changeling names are usually monosyllabic most of the precious metals found naturally across theand seem to other races more like nicknames than propernames. In fact, changelings collect names and may go by Dwarvesentirely different names in different names. Male and Female Names: Bin, Dox, Fie, Hars, Jin, Lam, Nit, Ot, Paik, Ruz, Sim, Toox, Yug. Adventurers: Changeling adventurers mightbe fleeing from past crimes, seeking revenge for awrong done to them, or striving for spiritual perfec-tion through the use of their shapechanging abilities. Others are driven to adventure through a simple lackof other palatable opportunities: Changelings whoare not inclined toward crime or stealth often havedifficulty finding steady work. CHANGELING RACIAL TRAITS. Shapechanger Subtype: Changelings are human- oids with the shapechanger subtype. Medium: As Medium creatures, changelings have no special bonuses or penalties due to their size. Changeling base land speed is 30 feet. + 2 racial bonus on saving throws against sleep and charm effects: Changelings have slippery minds. FVCHARACTER RACES continent of Khorvaire. Powerful dwarf families mint accommodate, and the elves of Valenar have rejected many coinage and operate banks, issue letters of credit, hold of the old ways of their kind in order to take a more active loans, and collect debts. Dwarf bankers and merchants and expansionist place in the world. wield a great deal of economic power throughout Khor- vaire, and they are well respected as a result. To an extent, Elf Lands: The elves were born on the mysterious they are also feared, since dwarves are known to be ruthless southern continent of Xen'drik, where they were slaves in collecting unpaid debts. of the giant kingdoms. Tens of thousands of years ago, elf slaves rebelled against their masters and eventually left Dwarf Lands: The dwarven homeland is the Mror Xen'drik entirely. They settled in the fertile tropical rain Holds, a loose-knit federation of otherwise unconnected forest of Aerenal, a large island-continent to the southeast dwarf clans in the mountainous terrain in the east of of Khorvaire. The dwarves have never had a unified empire and thus have never risen to the prominence of the elves Before the long reign of the Galifar kings, some or humans, or even the goblinoids, though their control elves decided to leave Aerenal and emigrate to Khorvaire. of mineral wealth has always made them important allies These elves now live among the nations of Khorvaire and of the greater powers. The Mror clans were subject to the have integrated almost completely into human-dominated king of Galifar before the Last War. but they seceded from society. These "civilized" elves have little to do with either Karrnath early in the war, marking the greatest degree of the ancient Aerenal society or the newly formed nation unity and independence the dwarves have more of The Mror Holds are described in more detail starting on a connection to their ancestral cousins than the average page 192. Khorvaire elf. Dragonmarks: The dwarven House Kundarak car- During the Last War, the beleaguered rulers of ries the Mark of Warding, enabling the house to protect its Cyre brought elf mercenaries from Aerenal into their vast stores of wealth and provide security for businesses and lands. After fifty years of fighting on Cyre's behalf, these precious goods. House Kundarak works closely with the mercenaries claimed a portion of Cyre as their own, gnomes of House Sivis in the production and verification declaring that this land once belonged to the elves—a of important documents and the like, trading colony had been established on the mainland to trade with the empire of the hobgoblins long before ELVES the arrival of humans on Khorvaire. This land is now known as Valenar, Many elves are regal and aloof, concerned with plans that cover the sweep of centuries, not the petty day-to- Valenar is described in more detail beginning on page day affairs that occupy the thoughts of other races. A few 210, and Aerenal on page 216. elves are rather more down-to-earth: The elves of the dragonmarked houses have lived among humans and Dragonmarks: The elven houses of Phiarlan and Thuranni, split during the Last War, together carry the other short-lived races for centuries and Mark of Shadow with its powers of scrying and illusion. have adjusted their sense of time to They control the business of espionage throughout Khor- Elves vaire, but they also operate more legitimate businesses related to art and entertainment. Since the split of the houses, Phiarlan and Thuranni have become ruthless competitors as each strives for domi- nance in the field. GNOMES Gnomes harbor a thirst for knowl- edge that can only be described as lust. They believe that every piece of information, no matter how trivial, may someday have value. Com- bined with a meticulous discipline, this love of knowledge makes gnomes superb librarians, accountants, bards, and alchemists, but this attitude has a sinister side as well. The same talents that make an accomplished bard can produce a skilled spy, and gnome society is filled with webs of intrigue and blackmail that often pass completely unno- ticed by human eyes. Like the dwarves, the gnomes have no history of empire build- ing, but their talents for diplomacy and espionage have allowed them to maintain KA14Gnome KAtheir independence throughout the history of Khorvaire. earliest mingling of humans and elves. Half-elves can be as haughty as elves, though they are more able to workIn addition to their skill as alchemists, gnomes have mas- comfortably with humans. A few half-elves, fascinatedtered the art of elemental binding, which they use to power with death and thethe ships and other vessels they construct in the dry docksand shipyards of Zilargo. Known for its storesof knowledge and schools of learning, Zilargo is also a significant tradingpower on the southern seas. The gnomesof Zilargo are expert shipwrights, and the mountains to the north and easthold fine gem mines. Zilargo isdescribed in more detail begin-ning on page 212. Dragonmarks: The gnomeHouse Sivis carries the Mark of Half-elvesScribing, which grants magicalabilities relating to the writtenword and translation. Theseabilities facilitate the house'srole in diplomacy, communi-cations, and the production of secure documents. HALF-ELVESHalf-elves are common in Khor-vaire. The race is unique to that continent, where it grew out of the DBCHARACTER RACES practices of their Aerenal ancestors, become accomplished Half-Orc Lands; Half-orcs do not have lands of necromancers. Others favor their human heritage more their own, but live in both human and orc communities strongly, to the point of blending almost invisibly into in the Shadow Marches, the Eldeen Reaches, and Droaam human society. Some have even found a place among the other nations of Khorvaire, especially in the larger towns and cities. While the majority of half-elves belong to their own distinct race, elves and humans throughout Khorvaire still Dragonmarks: House Tharashk is made up of half-intermingle and occasionally produce offspring. orcs and humans, and it carries the Mark of Finding. The house's business focuses on investigation and prospecting Half-Elf Lands: Half-elves have no homeland, for dragonshards. but can be found throughout the Five Nations. They are common in Aundair, Breland, and Thrane, and a few have HALFLINGS migrated to Valenar to participate in the establishment and expansion of this new elven nation. In their homeland, halflings are nomads who ride domes- ticated dinosaurs across the wide plains. The heritage of Dragonmarks: Two of the dragonmarked families are the nomad also serves more urbanized halflings well, and half-elven. House Lyrandar carries the Mark of Storm and halflings have established themselves across Khorvaire as operates sailing ships and flying vessels, as well as bring- merchants, politicians, barristers, healers, and criminals, ing rain to farmlands. House Medani carries the Mark The tribal nomads of the plains can sometimes be found in of Detection and offers services related to personal pro- the cities blend in with tection. Since the union of elves and humans sometimes the rest of the population and display only the occasional produces half-elves that are not part of the true-breeding reminder of their nomadic roots. race, a small number of half-elves can be found among the human- and elf-controlled dragonmarked houses. Halfling Lands: Halflings originated on the Talenta Plains and still thrive there, continuing the nomadic tra- HALF - ORCS ditions they have practiced for thousands of years. Techni- cally subject to Galifar before the Last War, many halflings Half-orcs are rare on Khorvaire, since humans and of the Talenta Plains spread to the extent of civilization, orcs have never lived in particularly close proximity. In and halflings are now found in every city in Khorvaire. the small, scattered human communities of the Shadow They bring their glib tongues and guick minds to what- Marches, however, half-orcs are more common, and ever trades they choose to follow. The Talenta Plains are they can also be found in the western parts of the Eldeen described in more detail beginning on page 202. Reaches and Droaam. The orcs of the Shadow Marches live much as the humans do: It is a rustic life, to be sure. Dragonmarks: The halfling House Ghallanda car- but a far cry from their existence as ruthless barbarian ries the Mark of Hospitality, granting its members magical hordes in the distant past. Half-orcs are just as civilized abilities related to food, drink, and shelter. Members of as the humans of the region, and often this house operate inns and restaurants, prepare food for look almost human despite royalty, or conjure food for their fellow nomads in the their size and Talenta Plains. House Jorasco carries the Mark of Healing, strength. enabling its members to provide curative services in cities throughout Khorvaire. Half-orcs KALASHTAR The kalashtar are a compound race: incorporeal entities from the alien plane of Dal Quor, the Region of Dreams, merged with human bodies and spirits to form a distinct species. They were once a minority among the quori, the native race of Dal Quor, hunted and persecuted for their religious beliefs. Thousands of years after the quori invaded Eberron and the connection between their plane and the Material Plane was severed, the kalashtar were the first of the quori to discover a means to reach the Material Plane and the Material Plane and possess willing humans. Today, new kalashtar are born, not possessed; neither spirit nor human, they are a new race that breeds true. It took three hundred years for the other guori to discover a similar means to psychically project their spirits out of Dal Quor and possess human bodies, JZ16forming the Inspired (see page 290), while leaving their Halflings RLown bodies behind—much as mortals project their mindsto Dal Ouor, the language of now, the Inspired in their vast kingdom of Riedra have the guori, and the common tongue of their homelandcontinued to persecute and oppress the kalashtar. (Common in Khorvaire, or Riedran in Adar). Quor is a hissing, guttural tongue more suited to the alien forms Personality: As a true hybrid of human hosts and of the quori than their humanoid hosts. It has its ownquori spirits, the kalashtar possess keen intellects but are written form, a flowing, elegant script with many cir-not ruled by logic. They seek the perfection of their minds cular letters. and spirits, often to the exclusion of any physical pursuits. They are generally warm and compassionate, but their Names: Kalashtar names have much in common withmanners and ways of thinking are alien to the native races the name of their people: They are three to five syllables febrron. They are more interested in psionics than in long, with a combination of hard and hissing consonants. the magic that pervades Khorvaire, and often lace their Male names end with one of the masculine name suffixes discourse with esoteric terms such as "matter," "kinetics," -harath, -khad, -melk, or -tash. Female names use theand "ectoplasm." feminine suffixes -kashtai, -shana, -tari, or -vakri. The kalashtar are outcasts from their home plane Male Names: Halkhad, Kanatash, Lanamelk, Min-and can never return there—not even in dream. The harath, Nevitash, Parmelk, Thakakhad, Thinharath.combination of life in exile and a dreamless existencemakes the kalashtar slightly inclined toward madness, and Female Names: Ganitari, Khashana, Lakashtari, some have speculated that the kalashtar devote them- Mevakri, Novakri, Panitari, Thatari.selves to psychic and physical discipline in order to keepthemselves safely sane. Adventurers: Every kalashtar enters adulthood facing a fundamental choice: Try to live a normal life as a Physical Description: Kalashtar appear very similar persecuted exile in Adar, or take up a more active role into humans, but they have a grace and elegance that makes combating the Inspired in the world. Not surprisingly, them seem almost too beautiful. They are slightly taller many kalashtar choose the latter option and live a life atthan the average human, and their faces have a slight least bordering on that of the adventurers are motivated primarily by their hatred ofthese deviations only make them seem more attractive. the Inspired, but a few—primarily those advanced along the Path of Light—are driven by their compassion for all Relations: Kalashtar are born diplomats and their desire to fight darkness in what-fairly well to individuals of all races—except, of course, ever form it takes the Inspired.

They relate best to humans, with whom they share the greatest physical similarity, but some kalashtar KALASHTAR RACIAL TRAITSfind themselves strongly drawn to other races instead. They oppose the Inspired in all ways, both within Riedra • Medium; As Medium creatures, kalashtar have noand beyond its borders, and likewise oppose any group orforce that corrupts or degrades mortal souls. special bonuses or penalties due to their size. Alignment: Kalashtar are generally lawful good. They combine a sense of self-discipline that borders on the ascetic with a genuine concern for the welfare of alliving things, or at least their souls. Kalashtar Lands: The kalashtar homeland is aregion of Sarlona called Adar, a land of forbidding moun-tains and hidden fortresses in the southeastern portionof the continent. Even in Adar their numbers are small, and the number of kalashtar found in Khorvaire is muchsmaller still. However, they can be found in many of the largest human cities. The largest kalashtar population in Khorvaire is in the city of Sharn. Dragonmarks: Kalashtar never possess dragonmarks. Religion: Kalashtar do not follow gods, but they have their own religion, called the Path of Light. Thecenter of this belief system is a universal force of positive energy the kalashtar call il-Yannah, or "the Great Light." Through meditation and communion with this force, the kalashtar seek to strengthen their bodies and minds for the struggle against the forces of darkness that threatenall life on Eberron. Though il-Yannah is not a deity, itsfew clerics draw power from the Path of Light. A greaternumber of devout followers of the Path are psions and psychic warriors. 17CHARACTER RACES Kalashtar • Kala and abilities, and possession: The kalashtar's dual spirits help them resist spells that target their minds. • +2 racial bonus on Bluff, Diplomacy, and Intimidate checks: Kalashtar are masters of social interaction, influencing others through their commanding pres- ence and subtle psychic powers. • +2 racial bonus on Disguise checks made to imper- sonate a human: Kalashtar have a close physical resemblance to humans. • Kalashtar sleep but they do not dream. As such, they have immunity to the dream and night- mare spells, as well as any other effect that relies on the target's ability to dream. • Naturally Psionic: Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class. • Psi-Like Abilities: Mindlink (1/day). This ability is like the power manifested by a wilder of 1/2 the kalashtar's Hit Dice (minimum 1st level). If you are not using the Expanded Psionics Handbook in your game, use this description of the mindlink power: You forge a telepathic bond with another creature within 30 feet, which must have an Intelligence score of 3 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from spell resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another), but only lasts for 1 round per character level. This is a mind-affecting ability. • Automatic Languages: Common and Quor. Bonus Languages: Draconic and Riedran. • Favored Class: Psion. A multiclass kalashtar's psion class does not count when determining whether he takes an experience point penalty for multiclassing. SHIFTERS Shifters, sometimes called "the weretouched," are descended from humans and natural lycanthropes, now nearly extinct on Khorvaire. Shifters cannot fully change shape but can take on animalistic features—a state they call shifting. Shifters have evolved into a unique race that breeds true. They have a distinct culture with its own traditions and identity. Personality: The personality and behavior of shifters are influenced by their animal natures. Many are boorish and crude, while others are guiet, shifty, and solitary. Just as most lycanthropes are carnivores, shifters have a predatory personality and think of most activities in terms of hunting and prey. They view sur- vival as a challenge, striving to be self-reliant, adaptable, and resourceful. Physical Description: Shifters are basically human- • Shifting (Su): A shifter can tap into her lycanthropic CHARACTER RACESoid in shape, but their bodies are exceptionally lithe. They often move in a crouched posture, springing and heritage to gain short bursts of physical power. Onceleaping while their companions walk normally along- per day, a shifter can enter a state that is superficially side. Their faces have a bestial cast, with wide, flat noses, similar to a barbarian's rage. Each shifter has one oflarge eyes and heavy eyebrows, pointed ears, and long six shifter traits—characteristics that manifest them-sideburns (in both sexes). Their forearms and lower legs selves when a character is shifting. Each shifter traitgrow long hair, and the hair of their heads is thick and provides a +2 bonus to one of the character's physicalworn long. ability scores (Strength, Dexterity, or Constitution) and grants some other advantage as well. Shifter traits Relations: Many races feel uncomfortable around are described in the following section.shifters, the same way they feel around any large preda-tor. Of course, some grow to appreciate individual Shifting is a free action and lasts for a number of shifters despite their natural aversion, and halflings in rounds equal to 3 + the shifter's Con modifier. (If ageneral get along well with them. For their part, shifters shifters shifters shifters and be a spite their natural aversion, and halflings in rounds equal to 3 + the shifter's Con modifier. trait or other effect increases the character's Conare accustomed to distrust and don't expect better treat- modifier, use the newly improved modifier.) A shifterment from members of the other races, although some can take feats to improve this ability. These shifter featsshifters try to earn respect and companionship through are described in Chapter 3: Heroic Characteristics.acts and deeds. Every shifter feat a character takes increases Alignment: Shifters are usually neutral, viewing the duration of shifting by 1 round. For the struggle to survive as more important than moral or every two shifter feats a characterethical concerns about how survival is maintained. takes, the number of times per day she can tap into the ability Shifter Lands: Shifters have no land of their own. increases by one. So, a characterBeing descended from human stock, they live in humanlands. Unlike changelings, however, shifters often live in Shifterrural areas away from the crowded spaces of the cities. Theyare most commonly encountered in the Eldeen Reachesand other remote areas that can be found in all the nations. Many shifters earn their way as trappers, hunters, fishers, trackers, guides, and military scouts. Dragonmarks: The fact that none of the dragon-marked houses includes shifters cements their place out-side the mainstream of society. Religion: Most shifters incline toward the druid-based religion of the Eldeen Reaches, believing in the divinepower of the earth itself, the elements, and the creatures of the earth. Those shifters who revere the pantheon of the Sovereign Host are drawn toward the deities Balinor and Boldrei, while other shifters rarely worship the Silver Flame. Language: Shifters speak Common and rarelylearn other languages. Names: Shifters use the same names as humans, oftenones that sound rustic to city-dwellers. Adventurers: Moving from the rugged, self-reliantlife of a shifter trapper or hunter to an adventuring life isnot a big step. Many shifters find themselves embarking onadventuring careers after something happens to disrupt their everyday routines—a monstrous incursion into theirvillage or forest, for example, or a guide job gone sour.SHIFTER RACIAL TRAITS• Shapechanger Subtype: Shifters are humanoids with the shapechanger subtype. +2 Dexterity, -2 Intelligence, -2 Charisma: Shift- ers are lithe and agile, but their fundamental bestial nature detracts from both their reasoning ability and their social interaction.• Medium: As Medium creatures, shifters have no special bonuses or penalties due to their size.• Shifter base land speed is 30 feet. CHARACTER RACES with two shifter feats can shift two times per day enemies, sniff out hidden foes, and track by sense of (instead of the usual one), and each use of the ability smell. A wildhunt shifter can identify familiar odors lasts for a number of rounds equal to 5 (instead of 3) iust as a human does familiar sights. + the shifter's Con modifier. A wildhunt shifter can detect opponents within 30 Shifting, though related to and developed from feet by sense of smell. If the opponent is upwind, the lycanthropy, is neither an affliction nor a curse. range increases to 60 feet; if downwind, it drops to 15 It is not passed on by bite or claw attacks, and a feet. Strong scents, such as smoke or rotting garbage, can shifter can't be cured—shifting is a natural ability be detected at twice the ranges noted above. Overpower- for the race. ing scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. These stronger scents • Low-Light Vision: Shifters can see twice as far as a block other scents, so they can sometimes be used to con- fuse or hamper this shifter trait. human in starlight, moonlight, torchlight, and simi- lar conditions of poor illumination. They retain When a wildhunt shifter detects a scent, the exact the ability to distinguish color and detail under location of the source isn't revealed—only its presence these conditions. somewhere within range. The shifter can take a move action to note the direction of the scent. Whenever the • +2 racial bonus on Balance, Climb, and Jump checks: shifter comes within 5 feet of the source, she pinpoints the source's location. A shifter's animalistic heritage enhances many of her physical skills. While shifting, a wildhunt shifter who has the Track feat can follow tracks by smell, making Survival checks • Automatic Languages: to find or follow a trail. The typical DC for a fresh trail is 10 (regardless of the surface that holds the scent). This Elven, Gnome, Halfling, and Sylvan. DC increases or decreases depending on how strong the quarry's odor is, the number of creatures producing • Favored Class: Ranger. A multiclass shifter's ranger the odor, and the age of the trail. For each hour that the trail grows cold. the DC increases by 2. This ability class does not count when determining whether she otherwise follows the rules for the Track feat. Shifters takes an experience point penalty for multiclassing. tracking by scent ignore the effects of surface conditions and poor visibility. Shifter Traits When not shifting, a wildhunt shifter gains a +2 Each shifter has one of the following special traits, which is bonus on Survival checks due to the lingering effects of selected when a character is created and cannot be changed the scent ability. thereafter. WARFORGED Beasthide (Su): While shifting, a beasthide shifter gains a +2 bonus to Constitution and natural armor that Built as mindless machines to fight in the Last War, provides a +2 bonus to AC. the warforged developed sentience as a side effect of the arcane experiments that sought to make them the ulti- Longtooth (Su): While shifting, a longtooth shifter mate weapons of destruction. With each successive model gains a +2 bonus to Strength and grows fangs that can be that emerged from the creation forges of House Cannith, used as a natural weapon, dealing 1d6 points of damage the warforged evolved until they became a new kind of (plus an additional +1 for every four character levels she creature—living constructs. has) with a successful bite attack. She cannot attack Warforged are renowned for their combat prowess, bonus is high enough to give her multiple attacks. She can their size, and their single-minded focus. They make use her bite as a secondary attack (taking a -5 penalty on steadfast allies and fearsome enemies. Earlier warforged her attack roll) while wielding a weapon. models are true constructs; some of these remnants of the Last War appear in monstrous varieties, such as the Cliffwalk (Su): While shifting, a cliffwalk shifter warforged titan (described on page 302). gains a +2 bonus to Dexterity and has a climb speed of 20 feet. Personality: The warforged were made to fight in the Last War, and they continue to fulfill their purpose Razorclaw (Su): While shifting, a razorclaw shifter with distinction. They fight fiercely and usually without gains a +2 bonus to Strength and grows claws that can be remorse, displaying adaptability impossible for mindless used as natural weapons. These claws deal 1d4 points of constructs. Now that the war has ended, the warforged damage (plus an additional +1 for every four character seek to adapt to life in this era of relative peace. Some have levels she has) with each successful attack. She can attack settled easily into new roles as artisans or laborers, while with one claw as a standard action or with two claws as a others wander as adventurers or even continue fighting the full attack action (as a primary natural weapon). She cannot Last War despite the return of peace. attack bonus is high enough to give her mul- Physical Description: Warforged appear as massive tiple attacks. She can attack with a claw as a light off-hand humanoids molded from a composite of materials—obsidian, weapon while wielding a weapon while wielding a weapon in her primary hand, but iron, stone, darkwood, silver, and organic material—though all her attacks in that round take a -2 penalty. Longstride (Su): While shifting, a longstride shifter gains a +2 bonus to Dexterity and a bonus of +10 feet to her base land speed. Wildhunt (Su): While shifter gains a +2 bonus to Constitution and the scent ability. This ability allows the shifter to detect approaching20 they move with a surprising grace and flexibility. Flexible Warforged CHARACTER RACESplates connected by fibrous bundles make up the body of awarforged, topped by a mostly featureless head. Warforged have no physical distinction of gender; allof them have a basically muscular, sexless body shape. Inpersonality some warforged seem more masculine or femi-nine, but different people might judge the same warforged in different ways. The warforged themselves seem uncon-cerned with matters of gender. They do not age naturally, though their bodies do decay slowly even as their mindsimprove through learning. and experience. Unique among constructs, warforged have learned tomodify their bodies through magic and training. Manywarforged are adorned with heavier metal plates than those their creator originally endowed them with. This custom-ized armor, built-in weaponry, and other enhancements to their physical form help to differentiate one warforged from another. Relations: As the warforged strive to find a place insociety for themselves after the Last War, they simultane-ously struggle to find ways to relate to the races that created them. In general, the humanoid races of Khorvaire regard the warforged as an unpleasant reminder of the brutality of the Last War and avoid dealing with them when possible. In Thrane and Karrnath, the warforged are still seenas the property of the military forces that paid to have thembuilt, and most warforged in those nations serve as slavelabor, often used to repair buildings and roads damagedor destroyed in the war. Throughout the rest of Khorvaire, they have freedom but sometimes find themselves the vic-tims of discrimination, hard-pressed to find work or anykind of acceptance. Most warforged, not being particularlyemotional creatures, accept their struggles and servitudewith equanimity, but others see the with resentment againstall other races as well as those warforged whose only desire to please their "masters." Alignment: Warforged are generally neutral. Theywere built to fight, not to wonder whether fighting is right. Though they are perfectly capable of independent thoughtand moral speculation, most choose not to wrestle withethical ideals. Warforged Lands: Warforged originated in Cyrebefore its destruction and have no homeland. Most of themhave dispersed across Khorvaire, laboring as indenturedservants in Korth, Atur, and Flamekeep, or struggling tofind work and acceptance in Sharn or Korranberg. A fewcongregate in the Mournland, attempting to build a newwarforged society free from the prejudice and mistrust of the older races. Dragonmarks: The warforged never possessdragonmarks. Religion: Just as most warforged are not inclinedto align themselves with any particular moral or ethi-cal philosophy, few show much interest in religion. Some warforged have found a kind of answer tothe questions of their existence by taking upthe cause of one religion or another, but theseremain a small (if rather vocal) minority among theirkind. A larger number gravitate to a messianic figure called the Lord of Blades. This powerful leader gathers 21THE NATURE OF THE WARFORGEDCHARACTER RACES Before the death of King Jarot and the start of the Last near-sentience into his created warriors. It was Merrix's War, the master crafters of House Cannith turned their son, Aarren, who made the breakthrough that resulted in creation forges to the task of churning out new con- the warforged becoming living constructs. The first war- structs for a new age. industry soon led to experiments with models developed forges thirty-three years ago. for exploration and defense. When King Jarot saw the House Cannith sold warforged fighters throughout possibilities inherent in the work of House Cannith, the last thirty years of the war to anyone who could afford he began to outline his plan to protect Galifar from them. Breland, Thrane, and Cyre boasted the largest the threats he imagined were gathering all around the armies of warforged on the continent, and most of the kingdom. King Jarot was growing more and more ner-various competing factions had at least a token force of vous about the dangers he believed were posed by the warforged fighting for them. By the final years of the warforged had become thoroughly associated with the elves of Aerenal, the barbarians of Argonnessen, and everescalating conflict. others from beyond his realm. At the king's urging, House As part of the Treaty of Thronehold, the docu- Cannith began to experiment with constructs designed ment that ended the Last War, two important decisions for war. regarding the warforged were agreed upon. First, the Merrix d'Cannith, one of the lords of the house, status of the warforged changed; they were no longer developed the first version of the warforged. It was a property, they were people. Second, House Cannith remarkable achievement, but Merrix believed he could was forbidden to produce any new warforged; the create an even better soldier. When King Jarot died creation forges were shut down and destroyed. Some and his scions divided the kingdom, each faction had a nations, such as Thrane and Karrnath, sidestep the complement of warforged fighters devoted to its cause. By property clause through indentured servitude. Many the second decade of the conflict, Merrix had introduced people regard the warforged with suspicion, anger, or fear, but the living constructs have begun to find a level of acceptance they never imagined attaining when the war ended. Warforged do not reproduce. The vast majority of warforged roaming the continent of Khorvaire are veter- and of the Last War. The oldest among them date back to the original production run thirty-three years ago; the newest emerged from the creation forges just over two years ago in the last days of the war. Older warforged tend to be fighters or barbarians. The more recently created warforged, especially those less than five years old, are more inclined to try different class options. Two sources of new warforged currently operate in secret. Merrix d'Cannith, grandson of the original creator, continues to run an illegal creation forge in the bowels of Sharn. Here, he continues his grandfather's and father's experiments. Sometimes he places the new warforged in his employ, sometimes he sets them to special clients, and sometimes he sets them free to see how they choose to survive in the world (a good source of warforged adventurers). To preserve his secret, Merrix is circumspect and runs the creation forge only sparingly. The other source hides within the ruins of the Mournland, where the renegade Lord of Blades con- trols the remains of the Cannith forge that once oper- ated in Cyre. He hasn't really mastered the process, and the forge was damaged in the disaster that destroyed the nation, so he can only produce new warforged slowly and in small numbers—and even then, some of the warforged SP who emerge from his creation forge show signs of defects and mutations. A House Cannith creation forgea cultlike following of disaffected warforged by preach- —The unusual physical construction of war- CHARACTER RACESing a return to the Mournland and rebellion against the forged makes them vulnerable to certain spells and "weak-fleshed" races. effects that normally don't affect living creatures. A warforged takes damage from heat metal and chill Language: Warforged speak Common, since they metal as if he were wearing metal armor. Likewise, awere designed to communicate with their (mostly human) warforged is affected by repel metal or stone as if he werecreators and owners. wearing metal armor. A warforged is repelled by repel wood. The iron in the body of a warforged makes Names: Warforged do not name themselves and only him vulnerable to rusting grasp. The creature takesrecently have begun to understand the need of other races 2d6 points of damage from the spell (Reflex half:to have names for everything. Many accept whatever names save DC 14 + caster's ability modifier). A warforged others see fit to give them, and warforged traveling with takes the same damage from a rust monster's touchhumans often are referred to by nicknames. Some war- (Reflex DC 17 half). Spells such as stone to flesh, stoneforged, however, have come to see having a name as a defin- shape, warp wood, and wood shape affect objects only, anding moment of their new existence, and thus search long thus cannot be used on the stone and wood parts of and hard for the perfect name to attach to themselves. a warforged. Adventurers: Adventuring is one way that warforged —A warforged responds slightly differently fromcan fit into the world—at least as well as any adventurer ever other living creatures when reduced to 0 hit points fits in. In the wilds of Xen'drik, the ancient continent of A warforged with 0 hit points is disabled, just like asecrets, few people care whether you were born or made, as living creature. He can only take a single move actionlong as you can help keep your companions alive. A fairly or standard action in each round, but strenuous activ-large number of warforged choose an adventuring life to ity does not risk further injury. When his hit pointsescape from the confines of a society they didn't create and are less than 0 and greater than -10, a warforged isat the same time engage in some meaningful activity. inert. He is unconscious and helpless, and he cannot perform any actions. However, an inert warforged WARFORGED RACIAL TRAITS does not lose additional hit points unless more damage is dealt to him, as with a living construct Subtype (Ex): Warforged are con- is stable. structs with the living construct subtype. A living —As a living construct, a warforged can be raised construct is a created being given sentience and free or resurrected. will through powerful and complex creation enchant- ments. Warforged does not need to eat, sleep, or aspects of both constructs and living creatures, as breather but he can still benefit from the effects of detailed below. consumable spells and magic items such as heroes' feast and potions. Features: As a living construct, a warforged has the following features. —Although living constructs do not need to sleep, a warforged wizard must rest for 8 hours before pre--A warforged derives its Hit Dice, base attack paring spells. bonus progression, saving throws, and skill points from the class it selects. • +2 Constitution, -2 Wisdom, -2 Charisma: War- Traits: A warforged possesses the following traits. forged are resilient and powerful, but their difficulty --Unlike other constructs, a warforged has a Con- in relating to other creatures makes them seem aloof stitution score. or even hostile. --Unlike other constructs, a warforged does not have low-light vision or darkvision. • Medium: As Medium constructs, warforged have no --Unlike other constructs, a warforged is not immune to mind-affecting spells and abilities. special bonuses or penalties due to their size. —Immunity to poison, sleep effects, paralysis, dis- ease, nausea, fatigue, exhaustion, effects that cause • Warforged base land speed is 30 feet. the sickened condition, and energy drain. • Composite Plating: The plating used to build a —A warforged cannot heal damage naturally. —Unlike other constructs, warforged are subject warforged provides a +2 armor bonus. This plating to critical hits, nonlethal damage, stunning, ability is not natural armor and does not stack with other damage, ability drain, and death effects or necro- effects that give an armor bonus (other than natural mancy effects. armor). This composite plating occupies the same —As living constructs, warforged can be affected space on the body as a suit of armor or a robe, and by spells that target living creatures as well as by those thus a warforged cannot wear armor or magic robes. that target constructs. Damage dealt to a warforged warforged can be enchanted just as armor can be. can be healed by a cure light wounds spell or a repair light The character must be present for the entire time it damage spell, for example, and a warforged is vulner- takes to enchant him. able to disable construct and harm. However, spells from the healing subschool and supernatural abilities that Composite plating also provides a warforged cure hit point damage or ability damage provide only with a 5% arcane spell failure chance, similar to half their normal effect to a warforged. the penalty for wearing light armor. Any class abil- ity that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well. 23CHARACTER RACES • Light Fortification (Ex): When a critical hit or sneak Sharn (in Breland), and thus have more in common with the humans of Breland than with other elves. Members of all attack is scored on a warforged, there is a 25% chance the common races are regularly found in cities across Khor- that the critical hit or sneak attack is negated and vaire, mingling with every other race and, at least to some damage is instead rolled normally. extent, taking on the characteristics of the host culture. • A warforged has a natural weapon in the form of a Classes, feats, and prestige classes marked with a superscript E (E) are new to this campaign setting. Classes, slam attack that deals 1d4 points of damage. skills, feats, and prestige classes marked with a super- script P (P) are from the Expanded Psionics Handbook. All other • Automatic Languages: classes, skills, feats, and prestige classes mentioned here can be found in the core rulebooks (the Player's Handbook None. and Dungeon Master's Guide). • Favored Class: Fighter. A multiclass warforged's ADAR fighter class does not count when determining The residents of Adar are mostly human and kalashtar. whether he takes an experience point penalty for Their opposition to the Inspired rulers of Riedra defines multiclassing. their culture, and many of them have learned effective techniques for resisting psionic powers. OTHER RACES Classes: Monk, psionP, psychic warriorP, rogue, soul- Khorvaire is a complex region where members of many knifeP. wilderP. different races may meet as equals and find themselves on the same side of a conflict. The goblinoid kingdom of Skills: AutohypnosisP, Knowledge (psionics)P, Knowl- Darguun, the orc populace of the Shadow Marches, and edge (religion), Survival. the monster realm of Droaam are significant players in the political scene of Khorvaire. It is only fitting, then, that Feats: Strong MindE, Wild TalentP. hobgoblins, goblins, bugbears, orcs, gnolls, and a variety Prestige Classes: Assassin, elocaterP, master inguisi- of other creatures commonly viewed as monsters might tiveE, pyrokineticistP, shadowdancer, war mindP. appear as player characters in an EBERRON campaign. AERENAL All the rules you need to play a character belonging to one of these races are found in the Monster Manual and Dungeon The natives of Aerenal are all elves. They revere their Master's Guide. Cultural information about many monstrous dead ancestors—to the point of keeping them close as races appears in Chapter 7: Life in the World, particularly deathless creatures. in the sections concerning Darguun, Droaam, and the Shadow Marches. Classes: Cleric (the Undying Court), ranger, wizard. Skills: Craft (woodcarving), Knowledge (religion), Dragon player characters are not recommended in Profession (lumberjack). an EBERRON campaign, since the motivations and outlook Feats: Right of CounselE. of dragons are far removed from what is familiar to the Prestige Classes: Arcane archer, archmage, eldritch humanoids of Eberron. Similarly, sahuagin and drow are knight, hierophant, loremaster, mystic theurge, not ideal races for player characters. ARGONNESSEN REGION OF ORIGIN Tribes of human barbarians inhabit the northern coast of A character in an EBERRON campaign is never just a human Argonnessen, the continent southeast of Khorvaire, and or a dwarf: He is a human from Thrane or a dwarf from the nearby island of Seren. They view the dragons of that the Mror Holds. Humans from Thrane have all the same continent as divine patrons and protectors, and incorpo- game statistics as humans from Breland or Riedra, but rate draconic elements into their clothing and culture. they differ in important cultural ways. In the context of the game, these cultural differences are expressed in Classes; skills, feats, and prestige classes that Skills: Knowledge (nature), Survival. characters from different regions make. In addition, a Feats: Dragon RageE, Dragon TotemE, Extend RageE, character's region of origin can dictate his selection of Raging LuckE. animal companions (if he is a druid or ranger). Prestige Classes: Dragon disciple, hierophant. This section describes the most common choices of AUNDAIR gamerelated options for each known region of Eberron. The countries and regions of the world are described in The people of Aundair, mostly human but intermingled much greater detail in Chapter 7: Life in the World. These with the other common races, value both education and choices are not intended to be restrictive, since exceptions agriculture. always exist to such general rules. They simply offer guide- lines for making a character seem like a representative of Classes: ArtificerE, bard, cleric (Sovereign Host), his native culture. monk, wizard. A character's race does not necessarily have any bear-Skills Knowledge (any). Profession (vintner), ing on his region of origin. An elf character, for example, Feats: EducationE, Favored in HouseE, Monastic might come from Alenar, or he TrainingE, might come from a long line of elves that live in the city of Prestige Classes: Archmage, dragonmark heirE, heir of SiberysE, hierophant, loremaster, master inguisitiveE.24BRELAND Feats: Raging LuckE, Strong MindE. CHARACTER RACES Prestige Classes: Assassin, blackguard, shadowdancer. The industrial capital of Khorvaire, Breland is best knownfor the cosmopolitan city of Sharn, the largest settlement THE ELDEEN REACHESon the continent and one of the major ports along itssouthern coast. Breland is also the gateway to the myste- The Eldeen Reaches are a strange mixture of untouchedrious continent of Xen'drik. wilderness and pastoral farmland, inhabited primarily by humans, half-elves, and shifters. Classes: Cleric (Sovereign Host), fighter, rogue. Skills: Knowledge (dungeoneering), Knowledge Classes: Barbarian, druid, ranger. (history), Profession (smelter). Skills: Handle Animal, Knowledge (nature), Profes- Feats: Favored in HouseE. sion (farmer), Profession (herder), Survival. Prestige Classes: Dragonmark heirE, duelist, extreme Feats: AshboundE, Beast ShapeE, Beast TotemE, ChildexplorerE, heir of SiberysE, master inquisitiveE. of WinterE, Favored in HouseE, Gatekeeper InitiateE, Greensinger Initiate E, Repel AberrationE, shifter featsE, CYRE, DISPLACED Totem CompanionE, Vermin CompanionE, Vermin ShapeE, Warden InitiateE. The natives of Cyre are a people without a home since the Prestige Classes: Dragonmark heirE, Eldeen rangerE, utter destruction of the nation in the Last War. Before heir of SiberysE, horizon walker, weretouched masterE, the war. Cyre was a peaceful land with a long tradition of artisanship. Now the survivors live throughout Khorvaire. KARRNATHespecially among the remaining four nations of ancientGalifar (Aundair, Breland, Karrnath, and Thrane) and The mostly human residents of Karrnath are among thein Zilargo and the Mror Holds. most sophisticated and cultured people of Khorvaire. They played a major part in the Last War and are still Classes: ArtificerE, cleric (Sovereign Host), fighter, reeling from their losses. Karrnath makes extensive use ofwizard. corporeal undead as soldiers, still marching to the com- mand of Karrnath's king and generals. Skills: Craft (any), Diplomacy, Heal. Feats: Favored in HouseE, item creation feats. Classes: Cleric (Blood of Vol, Sovereign Host), Prestige Classes: Archmage, dragonmark heirE, fighter, sorcerer, wizard.eldritch knight, heir of SiberysE, hierophant, loremaster, master inquisitiveE. Skills: Diplomacy, Knowledge (arcana), Knowledge (history), Knowledge (religion).DARGUUN Feats: EducationE, Favored in HouseE, UndeadDarguun is a nation of goblinoids, though some members EmpathyE.of other races—many unsavory characters and some veterans of the Last War-live in the larger towns and cities. Prestige Classes: Archmage, dragonmark heirE, duelist, eldritch knight, heir of SiberysE, hierophant, lore- Classes: Barbarian, fighter, monk, rogue. master, master inguisitiveE. Skills: Bluff, Intimidate, Survival. Feats: Extend RageE, Monastic TrainingE, Raging THE LHAZAAR PRINCIPALITIESLuckE. Prestige Classes: Assassin, horizon walker, shadow- The residents of the Lhazaar Principalities are primarilydancer. human fishers, sailors, and sea raiders, though a scattering of members of the other common races can be encoun-DEMON WASTES tered throughout these islands. The Demon Wastes is a savage region whose only human- Classes: Cleric (Sovereign Host), fighter, rogue.oid inhabitants are fiercely barbaric human tribes and orc Skills: Profession (fisher), Profession (merchant), bands dedicated to keeping travelers out of the Wastes and Profession (privateer). Profession (sailor). Professionall the land's abominations in. (shipwright). Profession (whaler). Feats: Favored in HouseE. Classes: Barbarian, fighter, cleric (Kalok Shash Prestige Classes: Dragonmark heirE, heir of SiberysE.[Silver Flame]), paladin. THE MOURNLAND Skills: Survival, Knowledge (arcana), Knowledge (history). Few natives of any race live in the Mournland, but at least one small community of warforged makes its home in this Feats: Extend RageE, Raging LuckE, Silver SmiteE. blasted land. Nonwarforged natives of this area have Cyre Prestige Classes: Hierophant, horizon walker, as their region of origin.thaumaturgist. Classes: ArtificerE, fighter, rogue.DROAAM Skills: Knowledge (arcana), Survival. Feats: Warforged featsE.Monsters are the main residents of Droaam, from mino- Prestige Classes: Warforged juggernautE.taurs to medusas. Some humanoids live in isolated com-munities in Droaam. THE MROR HOLDS Classes: Barbarian, cleric (the Dark Six), fighter, The Mror Holds are the ancestral homeland of the dwarves.rogue, sorcerer. Classes: ArtificerE, cleric (Sovereign Host), fighter. Skills: Intimidate, Survival. 25Skills: Craft (armorsmithing), Craft (jewelry), Craft (stonecarving), Craft (weaponsmithing), Profession (banker), Profession (b the true heirs of the great culture of the kingdom of Galifar, undivided. For all that, their land is a rough and danger- ous frontier, ranger, rogue, wizard. Skills: Survival, Knowledge (history), Knowledge (nobility and royalty). Feats: Favored in HouseE. Prestige Classes: Dragonmark heirE, extreme explorerE, heir of SiberysE, horizon walker. RIEDRA Most natives of Riedra are humans are an oppressed majority, forced to work—and dream—for the benefit of their masters. Unlike the kalashtar of Adar, the Inspired seek out and eliminate humans who mani- fest any trace of psionic ability. Classes: Fighter, roque; Inspired only: Autohyp- nosisP, Knowledge (the planes), Knowledge (psionics)P, PsicraftP. Feats: Strong MindE. Prestige Classes: Inspired only: elocaterP, meta- mindP, psion uncarnateP, thrallherdP. THE SHADOW MARCHES The swamplands of the Shadow Marches are home to a nation of orcs. Humans are a significant minority in the towns of the Marches, and half-orcs are common. Classes: Barbarian, druid, fighter. Skills: Profession (fisher), Survival. Feats: Favored in HouseE, Gatekeeper InitiateE, Repel AberrationE. Prestige Classes: Dragonmark heirE, extreme explorerE, heir of SiberysE. THE TALENTA PLAINS Homeland of the halflings, the Talenta Plains are a wild region of rugged grasslands. The nomadic halflings of the plains use various dinosaur breeds as mounts and beasts of burden. Halflings native to this region treat the sharrash, the tangat, and the Talenta boomerang (see page 119) as martial weapons rather than exotic weapons. Classes: Barbarian, fighter, ranger, rogue. Skills: Handle Animal, Profession (healer), Profession (herder), Profession (hospitaler), Ride. Feats: Favored in HouseE, Mounted Combat. Prestige Classes: Dragonmark heirE, extreme explorerE, heir of SiberysE. A monument to the dwarf lord Mror, carved into the JA Ironroot MountainsTHRANE begin at an age older than that. Warforged did not begin CHARACTER RACES exploring class options such as cleric, monk, or wizardThrane is a theocratic nation of humans and other races until very recently, so such characters are actually likely todevoted to the Church of the Silver Flame. Its culture be younger than warforged fighters or rogues. Of course, and civilization are refined and elegant, and its people are as 1st-level characters, warforged of any class are prob-known for fine craftwork. ably recent creations, and may not have seen any action in the final days of the Last War. Finally, it is theorized that Classes: Cleric (Church of the Silver Flame), fighter, warforged may show signs of physical deterioration afterpaladin. 150 years, but have no further aging effects after that point and no maximum age. Skills: Craft (any), Knowledge (history), Knowledge (religion). The Random Starting Ages table divides the sixteen available character classes into the categories of simple, Feats: EcclesiarchE, Extra Turning, Favored in moderate, and complex. The notes under the table indi-HouseE, Silver SmiteE. cate which classes are in each category. Prestige Classes: Dragonmark heirE, exorcist of the Height and Weight: Again, as explained in the Player's Silver FlameE, heir of SiberysE, hierophant, loremaster, Handbook, you can choose your character's height and thaumaturgist. weight based on the ranges shown on the Random Height and Weight table and your character's ability scores, or VALENAR you can randomly generate these figures. Warforged characters have no gender and very little physical dif-In contrast to the ancient kingdom of Aerenal, Valenar ferentiation, and always vary in weight proportional tois a young, expansionist, and aggressive elven nation. their height. Originally mercenaries brought to Khorvaire to fightin the Last War, the elves of Valenar are renowned horse RANDOM STARTING AGESbreeders and riders seeking to make a new nation sepa-rate and apart from the stoic Aerenal. Elves native to this Race Adulthood Simple1 Moderate2 Complex3region treat the Valenar double scimitar (see page 119) as martial weapon rather than an exotic weapon. Changeling 15 years +1d4 +1d6 +2d6 Classes: Ranger. Kalashtar 40 years +2d6 +3d6 +5d6 Skills: Handle Animal, Ride. Feats: Favored in HouseE, Mounted Combat. Shifter 20 years +1d6 +1d8 +2d8 Prestige Classes: Arcane archer, dragonmark heirE, heir of SiberysE. Warforged 0 years +1d12 +1d6 +1d4ZILARGO 1 Barbarian, rogue, sorcerer, and wilderP.Zilargo is the native land of the gnomes of Khorvaire. Known 2 Bard, fighter, paladin, psychic warriorP, and ranger.for its libraries and universities, Zilargo is a storehouse of legend and lore. The Zilargo gnomes are recognized as great 3 ArtificerE, cleric, druid, monk, psionP, soulknifeP, andshipwrights, and their secret process for harnessing thepower of elementals is the envy of the rest of Khorvaire. wizard. Classes: ArtificerE, bard, cleric (Sovereign Host), AGING EFFECTSrogue, wizard. Maximum Skills: Craft (alchemy), Craft (gencutting), Knowledge (peography), Knowledge (history), Knowledge (local). Race Middle Age1 Old2 Venerable3 Age Feats: Bind ElementalE, EducationE, Favored in Changeling 35 years 53 years 70 years +2d20 yearsHouseE. Kalashtar 75 years 113 years 150 years +4d20 years Prestige Classes: Dragonmark heirE, heir of SiberysE, loremaster, master inquisitiveE. Shifter 40 years 80 years +2d20 yearsVITAL STATISTICS Warforged 150 years — — — The tables in this section extend the information about 1 At middle age, –1 to Str, Con, and Dex; +1 to Int, Wis, generating starting and maximum age, height, and weight for player characters presented in Chapter 6 of and Cha. the Player's Handbook to include the new races detailed in this chapter. 2 At old age, -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha. Age: As described in the Player's Handbook, you can 3 At venerable age, -3 to Str, Con, and Dex; +1 to Int, Wis, choose your character's starting age or determine it ran-domly by consulting the Random Starting Ages table. A and Cha.shifter ranger, for example, starts at an age of 20 + 1d8years, or you can choose any age, with a minimum of 21. RANDOM HEIGHT AND WEIGHT Warforged are created as adults; they have no child- Base Height Base Weighthood or adolescence. The first warforged were created Modifier Weightonly thirty-three years ago, so no warforged character can Race Height 115 lb. Modifier +2d4 135 lb. × (2d4) lb. Changeling 5' 1" +2d6 105 lb. × (1d6) lb. +2d6 100 lb. × (1d6) lb. × (1d6) lb. × (1d6) lb. Kalashtar, male 5' 4" +2d8 85 lb. × (2d4) lb. +2d8 270 lb. × (2d4) l the halfling roque held upset over an insignificant piece onto the crumbling cliffside of jewelry?" he thought.with one hand as poisoned arrowsclattered around him. "Stop daydreaming and pull me up!" shouted his partner, Dorak, who was slipping out of Edgan's other hand. . . . CHAPTER TWO CHARACTER CLASSESCHARACTER CLASSEST he standard D&D classes are all found in motivated by a desire to fight evil or gain power, or by any Eberron. You can select from any of the eleven of a host of similar reasons. classes found in the Player's Handbook: barbar- ian, bard, cleric, druid, fighter, monk, pala- Characteristics: Artificers are perhaps din, ranger, roque, sorcerer, and wizard. In the ultimate magical dabblers, the artificer, just about any spell from a wand or scroll, In addition to detailing the new artificer class, this empower ordinary items with tempo-chapter provides alterations—primarily new options rather rary magical power, repair damaged than universal changes—for each of the classes included in constructs (including warforged), alterthe Player's Handbook. From variant animal companions for the function of existing magic items, druids and rangers to customizable bardic music, these and craft magic items, constructs, andoptions make each class slightly different from those used dragonshard items. They have a lim-in the generic D&D world. ited list of their own spell-like infusions that they can apply to objects, and they Each class description in this chapter mentions can also work with any of the spellssome of the new feats (see Chapter 3) and prestige on other classes' spell lists. Their classes (see Chapter 4) that are particularly appropriate magic is neither arcane norfor characters of that class. These guidelines contribute divine, and they are not boundtoward defining the flavor of the character classes in an by that classification: TheirEBERRON campaign. trade is magic in its most abstract (they might sayARTIFICER purest) form. In Eberron, magic is almost technology. Spellcasters spe- Artificercialize in certain forms of that technology, while artificerstinker with its fundamental workings. Artificers under-stand magic on a different level from spellcasters, and donot cast spells as wizards and clerics do. They have an amaz-ing facility with magic items and constructs, and in manyways, they keep the magical world of Eberron running. Adventures: Artificers adventure for a variety ofreasons. They seek deposits of rare minerals and dragon-shards to use in their creations. They search for hiddenarcane secrets related to making magic items or constructs. They face danger to acquire money to buy or make magicitems. Like any other adventurers, they might also be CHARACTER PORTRAITSThroughout this chapter you'll find brief written por-traits of characters across Khorvaire who represent eachcharacter class. They simultaneously illustrate the rolesuch characters play in the world and highlight the flavorof the setting. JZCHARACTER CLASSES Alignment: If artificers have a tendency toward any Other Classes: Artificers work best when providing alignment, it is neutral. They are more interested in their magical support to members of other classes. Though work than in its moral implications. Some artificers create they are quite versatile, their talents lie in enhancing the magic items for the common good, while others seek to items—weapons, armor, wands, and other gear—used by all create items of tremendous destructive power. the members of an adventuring party. They think of every party member as components of a machine, encouraging Religion: Many artificers revere the deity Onatar, better teamwork within a group and sometimes providing Lord of Fire and Forge. Others are too preoccupied with strategy and tactics afforded by their unique mind-set. mastering magic—including divine magic—to worry about the gods who may or may not be the source of magic. Role: In a typical adventuring party, artificers have a range of roles revolving around magic items. They bring Background: Like wizards, artificers learn their craft an unparalleled flexibility to both using and creating such

through long years of hard study. They share a sense of items. In a party that doesn't include a druid, for example, camaraderie with others who have endured similar train- an artificer can use (or scribe) a scroll of barkskin or wield ing. They view other artificers as either colleagues or rivals. a staff of the woodlands. Though they can fight reasonably Rivalry may take a friendly form as the artificers try to well, few artificers are inclined to engage in front-rank outdo each other in their creations and accomplishments, melee combat. or it could turn deadly, with artificers sending construct assassins after each other. GAME RULE INFORMATION Races: Humans excel as artificers, having no natu- Artificers have the following game statistics. ral attachment to the aesthetics of magic as elves do, and Abilities: Charisma is the most important ability for an no knack for a particular expression of magic as gnomes have. Their analytical minds make them well suited to the artificer, because several of his infusions rely on his ability to artificer's task of reducing magic to its component pieces make Use Magic Device checks. Intelligence is also impor- and reassembling it in a new form. tant because it determines the effectiveness of his infusions, but it plays a lesser role than for most spellcasters. A high Despite their Charisma penalty, warforged also make Dexterity improves the artificer's defensive ability. fine artificers, having a particular affinity for the creation of other constructs. Dwarves and gnomes, with their skill Alignment: Any. in the crafting of mundane items, show equal skill in the Hit Die: d6. magical craft of the artificer's, and changelings do not have Class Skills strong traditions in this class and often choose different magical pathways. The artificer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft THE ARTIFICER Base Fort Ref Will Craft —Infusions per Day 1st 2nd 3rd 4th 5th 6th Level Attack Bonus Save Save Save Save Save 2 — 1st +0 +0 +0 +2 Artificer knowledge, artisan 20 3 --- bonus, disable trap, 3 2 ------ 3 3 1 ----- item creation. Scribe Scroll 3 3 2 ----- 2nd +1 +0 +0 +3 Brew Potion 40 3 3 2 ----- 3rd +2 +1 +1 +3 3 3 3 1 ---- 4th +3 +1 +1 +4 Craft Wondrous Item 60 3 3 3 2 ----- 5th +3 +1 +1 +4 3 3 3 2 ------ Craft homunculus, bonus feat 80 3 -31— 3 3 2 1-6th +4 +2 +2 +5 3 3 3 2 2-7th +5 +2 +2 +5 Craft Magic Arms and Armor, 100 3 3 332-8th +6/+1 +2 +2 +6 433331 9th +6/+1 +3 +3 +6 retain essence 443332 10th +7/+2 +3 +3 +7 444332 11th +8/+3 +3 +7 Metamagic spell trigger 150 444433 12th +9/+4 +4 +8 444443 13th +9/+4 +4 +4 +8 Craft Wand 200 444444 14th +10/+5 +4 +9 44444 15th +11/+6/+1 +5 +5 +9 Bonus feat 250 16th +12/+7/+2 +5 +5 +10 Craft Rod 300 18th +13/+8/+3 +6 +6 +11 19th +14/+9/+4 +6 +6 +11 --- 400 20th +15/+10/+5 +6 +6 +12 Metamagic spell completion 500 Craft Staff. bonus feat 700 Skill mastery 900 Forge Ring 1,200 — 1,500 Bonus feat 2,000 — 2,500 — 3,000 — 4,000 Bonus feat 5,00030(Int), Disable Device (Int), Knowledge (arcana) (Int), Many infusions have long casting times, often 1 CHARACTER CLASSESKnowledge (architecture and engineering) (Int), minute or more. An artificer can spend 1 action point toKnowledge (the planes) (Int), Open Lock (Dex), Pro- imbue any infusion in 1 round (like a spell that takes 1fession (Wis), Search (Int), and Use round to cast). Magic Device (Cha). Like a spellcaster, an artificer can apply item cre- Skill Points at 1st Level: (4 + Int modifier) × 4. ation feats and metamagic feats to his infusions. Like a Skill Points at Each Additional Level: 4 + Int sorcerer, an artificer can apply a metamagic feat to annodifier. infusion spontaneously, but doing this requires extra time. An artificer can craft alchemical items as thoughCLASS FEATURES he were a spellcaster. All of the following are class features of the artificer. An artificer cannot automatically use a spell trigger or Weapon and Armor Proficiency: Artificers are pro-spell completion item if the equivalent spell appears on his infusion list. For example, an artificer must still employficient with all simple weapons, with light and medium the Use Magic Device skill to use a wand of light, even thougharmor, and with shields (except tower shields). light appears on his infusion list. Infusions: An artificer is not a spellcaster, but he Each day, an artificer must focus his mind on hisdoes have the ability to imbue items with magical infu- infusions. He needs 8 hours of rest, after which he spendssions, Infusions are neither arcane nor divine; they are 15 minutes concentrating. During this period, the artifi-drawn from the artificer infusion list (see Chapter 5; cer readies his mind to hold his daily allotment of infu-Magic). They function just like spells and follow all the sions. Without such a period of time to refresh himself, rules for spells. For example, an infusion can be dispelled, the character does not regain the infusion slots he used upit will not function in an antimagic area, and an artificer the day before. Any infusions used within the last 8 hoursmust make a Concentration check if injured while imbu- count against the artificer's daily limit.ing an item with an infusion. Craft Reserve: An artificer receives a pool of points An artificer can imbue an item with any infusion he can spend instead of experience points when craftingfrom the list without preparing the infusion ahead of time. a magic item. Each time the artificer gains a new level, heUnlike a sorcerer or bard, he does not select a subset of the receives a new craft reserve; leftover points from the pre-available infusions as his known infusions; he has access vious level do not carry over. If the points are not spent to every infusion on the list that is of a level he can use his craft reserve to supplement the XP cost of the item he is making, taking It is possible for an artificer to learn infusions that a portion of the cost from his craft reserve and a portionare not on the normal artificer infusion list. These might from his own XP.include ancient infusions known only to the members of certain Artificer Knowledge: An artificer can make a specialguilds or organizations. When he encounters such an artificer knowledge check with a bonus equal to his arti-infusion. an artificer can attempt to learn it by making ficer level + his Int modifier to detect whether a specifica Spellcraft check (DC 20 + spell level). If this check suc- item has a magical aura ceeds, he adds the infusion to his list. If not, he can tryagain when he gains another rank in Spellcraft, assuming The artificer must hold and examine the object for 1he still has access to the new infusion. minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the To imbue an item with an infusion, an artificer specific powers of the item.must have an Intelligence score equal to at least 10 + theinfusions, Int 12 for An artificer cannot take 10 or take 20 on this check. A2nd-level infusions, and so forth). Infusions never allow particular item can only be examined in this fashion onesaving throws. time; if the check fails, the artificer can use only a certainnumber of infusions of a particular level per day. His Artisan Bonus: An artificer gains a +2 bonus on Usebase daily infusion allotment is given on the accompany- Magic Device checks to activate an item of a kind for whiching table. In addition, he receives extra infusions per day he has the prerequisite item creation feat. For example, anif he has a sufficiently high Intelligence score (see Table artificer who has the Craft Wand feat gains a +2 bonus on1-1: Ability Modifiers and Bonus Spells, page 8 of the checks to use a spell from a wand. Player's Handbook). Disable Trap: An artificer can use the Search An artificer's infusions can only be imbued into an skill to locate traps when the task has a Difficulty Classitem or a construct (including warforged). He cannot, higher than 20. Finding a nonmagical trap has a DC for example, simply imbue an ally with bull's strength. He of at least 20, or higher if it is well hidden. Finding amust instead imbue that ability into an item his ally is magic trap has a DC of 25 + the level of the spell usedwearing. The item then functions as a belt of giant strength to create the trap.for the duration of the infusion. He can, however, imbuebull's strength directly on a construct or a character with the An artificer can use the Disable Device skill to disarmliving construct subtype, and infusions such as repair light magic traps. Usually the DC is 25 + the level of the spelldamage and iron construct function only when imbued on used to create the trap.such characters. An artificer who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure 31CHARACTER CLASSES out how it works, and bypass it (with his party) without Craft Homunculus (Ex): At 4th level, an artificer disarming it. can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, Item Creation (Ex): An artificer can create a magic mending, and mirror image) as normal for making a magic item, item even if he does not have access to the spells that are and he must pay all the usual gold and XP costs (though he prerequisites for the item. The artificer must make a suc- can spend points from his craft reserve). An artificer can cessful Use Magic Device check (DC 20 + caster level) to also upgrade an existing homunculus that he owns, adding emulate each spell normally required to create the item. 1 Hit Die at a cost of 2,000 gp and 160 XP. Thus, to make a 1st-level wand of magic missile, an artificer would need a Use Magic Device check result of 21 or If an artificer gives his homunculus more than 6 higher. To create a bottle of air (caster level 7th), he would Hit Dice, it becomes a Small creature and advances as need a check result of 27 or higher to emulate the water described in the Monster Manual (+4 Str, -2 Dex, damage breathing prerequisite. increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. The artificer must make a successful check for each item he makes. If he fails a check. An artificer's homunculus can have as many Hit he can try again each day until the item is complete (see Dice as its master's Hit Dice it has, a homunculus never grows larger If he comes to the end of the crafting time and he has still than Small. not successfully emulated one of the powers, he can make one final check—his last-ditch effort, even if he has already Retain Essence (Su): At 5th level, an artificer gains made a check that day. If that check also fails, then the cre- the ability to salvage the XP from a magic item and use ation process fails and the time, money, and XP expended those points to create another magic item. The artificer to craft the item are lost, must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. For purposes of meeting item prerequisites, an After one day, the item is destroyed and the artificer adds artificer's effective caster level equals his artificer level the XP it took to create the item to his craft reserve. These +2. If the item duplicates a spell effect, however, it uses points are lost if the artificer does not use them before the artificer's actual level as its caster level. Costs are always gaining his next level. determined using the item's minimum caster level or the artificer's actual level (if it is higher). Thus, a 3rd-level For example, an artificer can make a scroll of fireball, since the minimum of a wand of summon monster IV that has 20 charges. Origi- caster level for fireball is 5th. He pays the normal cost for nally created (like all wands) with 50 charges, it required making such a scroll with a caster level of 5th: 5 × 3 × 12.5 840 XP when initially made, or 16.8 XP (840 ÷ 50) per = 187 gp and 5 sp, plus 15 XP. But the scroll's actual caster charge. The artificer is able to recover the XP from the level is only 3rd, and it produces a weak fireball that deals remaining charges. He puts 336 XP (16.8 × 20) into his only 3d6 points of damage. craft reserve. An artificer can also make Use Magic Device checks Metamagic Spell Trigger (Su): At 6th level, an arti- to emulate nonspell requirements, including alignment ficer gains the ability to apply a metamagic feat he knows and race, using the normal DCs for the skill. He cannot to a spell trigger item (generally a wand). He must have emulate skill or feat requirements, however, including the appropriate item creation feat for the spell trigger item item creation feat prerequisites. He must meet the caster he is using. Using this ability expends additional charges level prerequisite, including the minimum level to cast a from the item equal to the number of effective spell levels spell he stores in a potion, wand, or scroll. the metamagic feat would add to a spell. An artificer's infusions do not meet spell preregui- For example, an artificer from a wand by spending 5 charges (4 additional charges), must still employ the Use Magic Device skill to emulate the empower the spell by spending 3 charges, or trigger it light spell to create a wand of light, even though light appears silently by spending 2 charges. The Still Spell feat confers on his infusion list. no benefit when applied to a spell trigger item. Bonus Feat: An artificer gains every item creation An artificer cannot use this ability when using a feat as a bonus feat at or near the level at which it becomes spell trigger item that does not have charges, such as available to spellcasters. He gets Scribe Scroll as a bonus prayer beads. feat at 1st level, Brew Potion at 2nd level, Craft Wondrous Item at 3rd level, Craft Magic Arms and Armor at 5th Metamagic Spell Completion (Su): At 11th level, level, Craft Wand at 7th level, Craft an artificer gains the ability to apply a metamagic feat he Staff at 12th level, and Forge Ring at 14th level. knows to a spell completion item (generally a scroll). He must have the appropriate item creation feat for the spell In addition, an artificer gains a bonus feat at 4th level completion item he is using. The DC for the Use Magic and every four levels thereafter (8th, 12th, 16th, and 20th). Device check is equal to 20 + (3 × the modified level of the For each of these bonus feats, the artificer must choose a spell). For example, applying the Empower Spell feat to metamagic feat or a feat from the following list: Attune a scroll of cone of cold, creating a 7th-level effect, has a DC Magic Weapon, Craft Construct (see the Monster Manual, of 20 + (3 × 7), or 41. An artificer can use this ability a page 303), Exceptional Artisan, Extra Rings, Extraordi- number of times per day equal to 3 + his Int modifier. nary Artisan, Wand Mastery: At 13th level, an artificer can take 10 when making a Spellcraft or Use Magic Device check, 32 even if stress and distractions would normally prevent displaced warforged seeking a life after the war. Thon- CHARACTER CLASSEShim from doing so. This ability circumvents the normal dred called him "Azm," a word meaning something akinrule that a character may not take 10 on a Use Magic to "soul" that the dwarf discovered in an ancient Xen'drikDevice check, text. Later, the pair joined forces with an elf ranger and a shifter roque, and now the four companions have Artificer Options: A number of the additional become known as adventurers of renown throughout theoptions in this book make good choices for an artificer. southern coast. Feats: Attune Magic Weapon, Bind Elemental, Excep- Thondred, an expert at disabling traps and ancienttional Artisan, Leq- magic devices, purportedly defeated the Chamber of aendary Artisan, Wand Mastery. Thousand Perils. This entry to an extensive network of ruins hidden deep within the Xen'drik jungles has long Artificer Starting Gold: A 1st-level artificer begins been a deadly challenge to explorers and adventurers, andplay with 5d4 × 10 gp (average 125 gp), many have risked injury and death in attempts to pass its defenses. The legend save that Thondred not only survivedGNOME ARTIFICER his visit to the Chamber—he made his way through it to reach the ruins beyond.STARTING PACKAGE The dwarf artificer carries a wide array of potions. Armor: Studded leather (+3 AC, speed 20 ft., 10 lb.), wands, and scrolls for every occasion As impressive as Weapons: Morningstar (1d6, crit ×2, 3 lb., bludgeon- his arcane mastery is, he may be even better versed ining and piercing). history and secret knowledge relating to the mysteries Light crossbow (1d6, crit 19–20/×2, range inc. 80 ft., of Xen'drik.2 lb., piercing). Dagger (1d3, crit 19– 20/×2, range inc. 10 ft., 1/2 lb., BARBARIANpiercing). Skill Selection: Pick a number of skills equal to 4 + Despite the advanced civilization that dominates Khor-Int modifier. vaire, barbarians live in several places both on that con- tinent and in nearby lands. Human, orc, and half-orcSkill Ranks Ability Armor Check Penalty barbarians emerge from the Shadow Marches and Con — Demon Wastes, Halfling barbarians ride the TalentaConcentration 4 Int — Plains, Human, half-elf, and shifter barbarians fill the Dex — Eldeen Reaches, though isolated groups of elf, dwarf, Disable Device 4 Int — and even gnome barbarians live there as well. Darguun Int — harbors some bugbear barbarians, and Droaam is homeOpen Lock 4 Wis — to barbarians of other monstrous species. Some of the Cha — wilder warforged that roam the Mournland take up the Search 4 barbarian class as well. Spellcraft 4 Beyond Khorvaire, tribes of human barbarians live on the northern shore of Argonnessen and the nearbySpot 2 island of Seren, serving the dragons they revere. Finally, stories abound of children stranded in Xen'drik andUse Magic Device 4 raised by wild beasts or savage humanoids, giving rise to another source for barbarian characters. Feat: Magical Affinity. Bonus Feat: Scribe Scroll. Barbarian Options: The new rules in this book Gear: Backpack with waterskin, one day's trail include some interesting options for barbarians.rations, bedroll, sack, and flint and steel. Scroll of detectmagic, scroll of sleep Case containing 10 crossbow bolts. Feats: Dragon Rage, Dragon Totem, Extend Rage, Gold: 1d4 gp. Raging Luck.THONDRED THE ARTIFICER Prestige Classes: Warforged juggernaut, weretouched master. The stone portal ahead slid closed, cutting off the sliver of light that marked the only visible means of escape. For the exhausted heroes, their resources CORRASH THE BARBARIANalmost completely depleted, it seemed that this was finally the end of thejourney. Luckily, Thondred thought, an artificer always has a contingency The huge bugbear enforcer leaned close, and Corrash struggled not to gagplan. The dwarf pulled a wand from a holder on his hip and unleashed the at the monster's fetid breath. "Where are your threats now, tiny one?" magic that he had caged within it. the bugbear sneered. "Where are your boasts and war cries?" With the warforged named Azm at his side and a belt The halfling barbarian tested the ropes binding him to the pillar, butpouch full of magic items. The bugbear drewof Xen'drik and braves the challenges of the continent of a wicked dagger from his belt, "You should never have interfered with thesecrets. A 6th-level dwarf artificer, Thondred was born Bandit Lord's business," the bugbear said, making a narrow cut acrossand raised in Sharn, where he worked for House Can- Corrash's forehead.nith during the Last War, using his skills and talents in the warforged production enclave. He lost his job "And you should have thought to account for my companion when the Treaty of Thronehold outlawed the creation beast," Corrash smiled, ignoring the blood dripping down his face.of new warforged. Once the shock cleared and Thondred came to terms with his dismissal from the house, he met up with a 33CHARACTER CLASSES The halfling made a sound that was part growl, part whistle, and a MUSIC OF CREATION high-pitched roar erupted from the shadows behind the bugbear to answer him in return. Bards have a unique way of tapping into the magic that pervades Eberron: through music. Some bards claim that "A dinosaur?" the bugbear asked with a fearful gulp, the Dragon Above sang the world into being at the dawn "My dinosaur," Corrash replied, as the rending and tearing began, of time, and that their music is an echo of that powerful tune of creation. An accomplished dinosaur rider from the Talenta Plains, Corrash the 4th-level halfling barbarian adventurer Reflecting this connection to the very center of bards have access to a number of feats that extend the Khorvaire society. After his father dishonored himself by powers of their bardic music. A bard can take these feats fleeing from a battle against Karrnathi troops during the any time she would normally gain a feat, or can choose one Last War, Corrash left the Talenta Plains to prove himself of them as a bonus feat instead of gaining a new form of to the rest of his clan. He has taken up a life of adventuring bardic music at 3rd, 6th, 9th, 12th, 15th, or 18th level. with a group of other outcasts—a half-elf cleric, a human sorcerer, and a kalashtar psion—and currently operates These bard feats are Haunting Melody, Music of within Sharn. Growth, Music of Making, Song of the Heart, and Soothe the Beast. Corrash and his band often wind up taking jobs or pursuing guests that are over their heads. Though they VANIRA THE BARD have had success in these areas, they have also suffered setbacks and injuries along the way. The halfling hopes Something prowled the forest that surrounded the village, an unnatural to someday find a patron for his band, someone to fund presence that seared the air and made animals flee in mortal terror. Vanira their exploits so they can spend more time adventuring strummed the strings of her lute, calling forth a song of protection. The and less time seeking the resources they need to keep melody surrounded her like a suit of enchanted armor, and she hoped it them on the job. would be enough when the presence revealed itself. Corrash maintains a connection to his homeland Suddenly the forest around her darkened, as though a shadow moved through the clothes he wears and the weapons he wields, across the sun. She maintained the melody, vocalizing the tune so that her but his most beloved memory of the windswept plains is hands were free to operate her crossbow. The darkness struck like a whip, his companion beast, the fastieth dinosaur Razoreye. slicing through her defenses and filling her with a fear unlike anything she The fastieth is sometimes the object of vile looks in had ever experienced before. the City of Towers, but Corrash wouldn't have it any other way. "Demon," she whispered, trying to keep the fear from paralyzing her. "There's a demon loose in the Reaches." The more time Corrash spends away from the Talenta Plains, the less he wants to go back. He enjoys the com- A well-known chronicler with a haunting voice and forts and opportunities available in Sharn-especially the an ability to track down stories of epic proportion, the chance to swing his battleaxe in glorious combat. 9th-level gnome bard Vanira grew up in Korranberg, Zilargo's bustling capital city. Since taking up the mantle BARD of bard, she has traveled the Five Nations to bring sto- ries of news and wonder to her readers at the Korranberg Bards usually don't end up as wandering minstrels or Chronicle—the independent source of information dis- street performers—any expert with a Perform skill can fill tributed throughout central Khorvaire that became that role. Instead, some bards use their magical abilities to famous for its accounts of the Last War and put the job unearth ancient lore, while others use their interpersonal of chronicler on the map. skills and bardic music to advance their careers as spies, ambassadors, diplomats, and chroniclers. As such, bards Recently, Vanira took up the company of the druid find employ as adventurers, as well as in governments and Janar and his wolf companion, Oru. These adventurers among the mercantile houses. haunt the Eldeen Reaches, defending small farms from the Ashbound and occasionally collaborating with groups Zilargo produces a large number of bards, since the of Greensingers and their fey allies to keep the Reaches gnomes' love of knowledge makes them particularly well safe and secure. Vanira believes that there is a story waiting suited to this class. In other areas, bards appear most often to be told in the Reaches, and she has teamed up with the in the large cities and towns throughout Breland, Karr- druid to find it. nath, Thrane, and (particularly) Aundair. Bards with wilder ties are found in the Eldeen Reaches, particularly CLERIC among the druid sect of the Greensingers. Clerics are the knights of the churches of Khorvaire. Bard Options The bards of Eberron can customize trained in warfare and blessed with divine power. They their bardic music abilities by means of feats, and they have fight for the causes of their religions, serving at the com- a couple of appropriate prestige class options. mand of a higher authority. Most temples are staffed by acolytes who can wield divine magic but do not have the Feats: Education, Extra Music, Haunting Melody, fighting prowess of clerics. Clerics are the champions and Music of Growth, Music of Making, Song of the Heart, defenders of the faith. Soothe the Beast. Other clerics across Eberron serve no church and Prestige Classes: Extreme explorer, master inguisitive. claim no allegiance to any deity. They recognize the power34 of the deities, but not their authority over mortal life. You may also decide that your cleric has no deity CHARACTER CLASSESThey hold principles of alignment or other abstract but instead channels divine power from the spiritualideals higher than the deities who claim these ideals remnants of the Dragon Above. Select two domains thatin their portfolios, and they draw divine power from reflect the cleric's spiritual inclination and abilities. The pervasive spiritual force in the world instead of restriction on alignment domains still applies channeling it through deities. These clerics are usu-ally outcasts and loners, but the reality of their power Following a Pantheon: Clerics may choose tois impossible to deny, and it lends credence to their devote themselves to the entire pantheon of the Sov-unorthodox theology. ereign Host (or the Dark Six) rather than choosing a single patron deity from the group. These clerics may Cleric Options: The most important new options choose their two domains from among all the domainsfor clerics in an EBERRON campaign are the selection of offered by all the deities of the pantheon. A clericchurches and deities, with an array of new domains. can only select an alignment matches that domain. Feats: Attune Magic Weapon, Ecclesiarch, ExceptionalArtisan, Extra Rings, Extraordinary Artisan, Legendary CLERICS AND CORRUPTIONArtisan, Spontaneous Casting. A cleric's status within her church is usually more impor- Prestige Class: Exorcist of the Silver Flame. tant than her relationship to her deity, who is—at best—a distant patron. Therefore, a cleric's alignment need notCLERICS AND DEITIES remain within one step of her deity's alignment. Eberron is not blessed (or cursed) with deities that walk A cleric can cast spells with any alignment descrip-the land and take an active role in mortal affairs. Indeed, tor. Casting an evil spell is an evil act, and a good cler-whether the deities even truly grant divine spellcasting ic's alignment may begin to change if she repeatedlyability to their clerics remains an open guestion, since casts such spells, but the deities of Eberron do not pre-even corrupt clerics can cast spells. vent their clerics from casting spells opposed to their alignments. This rule supersedes the information in Deity, Domains, and Domain Spells: In place of Chaotic, Evil, Good, and Lawful Spells on page 33 of the sample deities presented in the Player's Handbook, a the Player's Handbook, a the Player's Handbook.cleric must select a church or deity from those indicated on the Clerics and Churches table. The deities are more A cleric who violates the tenets of her church or deityfully described beginning on page 67. Additionally, this might risk punishment at the hands of the church (thoughtable mentions domains that do not appear in the Player's not necessarily, particularly in regions where the church Handbook; these new domains are detailed in Chapter is very corrupt), but risks no loss of spells or class features5: Magic.CLERICS AND CHURCHESDeity/Church Alignment DomainsChurch of the Silver Flame Lawful good Exorcism1, Good, Law, ProtectionThe Sovereign Host2Arawai, God of Agriculture Neutral good Good, Life1, Plant, Weather1Aureon, God of Law and Knowledge Lawful neutral Knowledge, Law, MagicBalinor, God of Beasts and the Hunt Neutral Air, Animal, EarthBoldrei, God of Community and Hearth Lawful good Community1, Good, Law, ProtectionDol Arrah, God of Honor and Sacrifice Lawful good Good, Law, Sun, WarDol Dorn, God of Strength at Arms Chaotic good Chaos, Good, Strength, WarKol Korran, God of Feast and Good Fortune Neutral good Feast 1, Good, Healing, LuckOnatar, God of Artifice and the Forge Neutral good Artifice1, Fire, GoodThe Dark Six2The Devourer Neutral evil Destruction, Evil, Water, Weather1The Fury Neutral evil Evil, Madness1, Passion1The Keeper Neutral evil Death, Decay1, EvilThe Mockery Neutral evil Destruction, Evil, Trickery, WarThe Shadow Chaotic evil Chaos, Evil, Magic, Shadow1The Traveler Chaotic neutral Artifice1, Chaos, Travel, TrickeryThe Blood of Vol Lawful evil Death, Evil, Law, Necromancer1The Cults of the Dragon Below1, Earth, Evil, Madness1The Path of Light Lawful neutral Law, Meditation1, ProtectionThe Undying Court Neutral good Deathless1, Good, Protection1 New domain; see Chapter 5 for details.2 A cleric can be devoted to the entire pantheon rather than choosing a single deity from the group. 35CHARACTER CLASSES and need not atone. This rule supersedes the information The invasion Vvaraak foretold occurred seven thou- under Ex-Clerics on page 33 of the Player's Handbook. sand years later, when mind flayers and their daelkyr overlords from the plane of Xoriat stepped through planar KUDUTH THE CLERIC gateways and launched an overwhelming attack on the hobgoblin Empire of Dhakaan. Because they had kept The half-elf moved through the tower corridor silent as a breeze. She had Vvaraak's teachings alive, the orc druids were able to seal known that the Bandit Lord would not take kindly to having his plans the planar gateways, striking the decisive blow in the war thwarted, but neither she nor Corrash could abide those who preved on the against the invaders. weak and helpless. So they had rescued the Cyre refugees, dispatched six of the Bandit Lord's thugs, and cost the despicable ogre a small fortune in pre-Not all druids in Khorvaire are aware of this ancient War gold. Kuduth smiled to herself, imagining the ogre's expression when and illustrious history, and few actually recall the central he discovered that the refugees had been set free. But the two adventurers cosmological teachings that enabled the druids of old to never imagined that the Bandit Lord would declare a bounty on Corrash's act as Gatekeepers, policing the boundaries between the head, or that Corrash would be stupid enough to blunder into the trap set planes. These few, however, still pass on Vvaraak's teach- by the ogre's enforcers. ings, trusting that future generations faced with a similar threat from beyond Eberron are prepared to deal with it Kuduth paused, peering into the darkness ahead. "Too many shad- as their spiritual ancestors did in millennia past. ows for my taste," the half-elf decided, bringing her holy symbol to bear and calling forth the power of her god. "Dol Arrah, your faithful cleric Most druids come from the Eldeen Reaches, where prays for your light to banish the darkness." The holy symbol burst into their animistic religion is the dominant faith. Others light, glowing like the sun, and the alcoves ahead were revealed—as were are found anywhere that nature's spirit is strong, from the kobolds, temporarily blinded by Dol Arrah's light, standing within the craggy mountains that house the Mror Holds to the them. "By the Lady of Sun and Battle," Kuduth shouted as she drew her fetid swamps of the Shadow Marches. Some druids from mace, "let us dance!" the Eldeen Reaches espouse radical philosophies that oppose the use of "unnatural" magic and condemn the A 4th-level half-elf cleric of the Sovereign Host. Kuduth is building of settlements. Most druids are more moder- a worldly and sophisticated female from Karrnath. Skilled ate in their beliefs about the proper balance of nature. in diplomacy and well versed in the history of Khorvaire, magic, and civilization. Kuduth hated everything about the Last War. Not that she has anything against honorable and necessary combat; she Druid Options: New options for druid characters just has no tolerance for a war that she believes sprang from in an EBERRON campaign reflect the practice of adopting pride and stupidity. The cleric refused to become a part of magical beasts as totems (the Beast Totem, Beast Shape, the civil war, and instead fled to Q'barra while the battles and Totem Companion feats), item creation feats useful to raged in her homeland, any spellcaster, and the training of the various druid sects of the Eldeen Reaches (the Ashbound, Child of Winter, In O'barra, Kuduth met Corrash, a halfling barbar- Gatekeeper Initiate, Greensinger Initiate, and Warden ian, and the two of them became adventuring companions Initiate feats). and fast friends. The pair has traveled across the continent in search of action and adventure, eventually reaching Feats: Ashbound, Attune Magic Weapon, Beast Shape, Sharn, the City of Towers. In Sharn, they joined forces Beast Totem, Child of Winter, Exceptional Artisan, Extra with two other adventurers to investigate trouble in the Rings, Extraordinary Artisan, Gatekeeper Initiate, Mournland—trouble that might have to do with the Blood Greensinger Initiate, Legendary Artisan, Repel Aberra- of Vol, a cult that intrigues Kuduth greatly. tion, Spontaneous Casting, Totem Companion, Vermin Companion, Vermin Shape, Warden Initiate, Among the deities of the Sovereign Host, Kuduth feels most strongly drawn to Dol Arrah, Like her patron, Prestige Class; Weretouched master, Kuduth has a sunny disposition and seeks to do as much good in the world as she can. When anger overtakes her ANIMAL COMPANIONS however, she becomes a fearsome warrior, and foes quail before her wrath. Druid and ranger characters may choose one of the new animals detailed in Chapter 11: Monsters as an animal DRUID companion. A character's choice of companion is con- strained by his region of origin: He must choose a com- The history of the druids in Eberron stretches back sixteen panion that occurs naturally in this region, as indicated thousand years, to a time when orcs and goblinoids ruled in the following list. ("Aguatic" is defined as a region the continent of Khorvaire. At that time, a black dragon for this purpose; animals mentioned in that portion of named Vvaraak, a great student of astrology, the list are available only to a character who lives in an and the draconic Prophecy, foretold a planar invasion of aquatic environment.) tremendous magnitude. Knowing that the humanoids would have to repel this invasion on their own, she taught Many animal companions do not become available the first orc druids about the bond among the three until a druid's level (or effective druid level, in the case of dragons of legend, how to tap into their power, and how a ranger) is 4th or higher. When determining the special they might seal the gate between the planes the next time powers of such a companion, use the level adjustments given one opened. in Alternative Animal Companions on page 36 of the Player's Handbook: -3 for companions that become available at 4th level or higher, -6 for those that become available at 7th level or higher, and so forth.36A druid or ranger may never acquire a magebred Khyber (the underworld): 1st-badger, dire rat, snake CHARACTER CLASSESanimal as a companion. Most druids and rangers are (Small or Medium viper); 4th-dire badger dire bat, direambivalent toward such creatures, while some consider weasel, snake (constrictor or Large viper); 10th—snake (giant constrictor); 13th—dire bear. Animal Companions by Region Lhazaar Principalities or Frostfell: 1st dire rat, dog, eagle, hawk, owl, wolf; 4th—dire weasel, wolverine; Adar or Riedra: 1st—badger, camel, dire rat, dog, 7th—brown bear, dire wolf, dire wolverine, tiger; 10th—eagle, hawk, owl, snake (Small or Medium viper); 4th—ape, polar bear; 13th—dire tiger.black bear, boar, cheetah, dire badger, dire weasel, moni-tor lizard, snake (constrictor or Large viper); 7th—dire Q'barra: 1st—badger, dire rat, dog, eagle, hawk, horseape, dire boar, lion, rhinoceros, snake (Huge viper), tiger; (light or heavy), owl, snake (Small or Medium viper), wolf;10th—dire lion, snake (giant constrictor); 13th dire bear; 4th—boar, dire badger, dire weasel, monitor lizard, snake (Small or Medium viper); 7th—dire boar, dire wolf, snake (giant constrictor). Aerenal: 1st—baboon, dire rat, dog, eagle, hawk,owl, snake (Small or Medium viper); 4th—ape, croco-Talenta Plains: 1st—badger, eagle, fastieth (dinosaur)1, dile, leopard, monitor lizard, snake (constrictor or Large hawk, owl, snake (Small or Medium viper); 7th—giant crocodile, dire ape, snake (Huge viper), (dinosaur)1, dire badger, snake (Large viper); 7th—snaketiger; 10th—snake (giant constrictor); 13th—elephant; (Huge viper); 10th—snake (giant constrictor).16th—dire tiger. Valenar: 1st—badger, eagle, hawk, horse (light, heavy, Aquatic: 1st—porpoise, Medium shark, squid; 4th— or Valenar riding1), owl, snake (Small or Medium viper); Large shark; 7th—elasmosaurus (dinosaur); 10th -giant 4th—boar, crocodile, dire badger, snake (constrictor oroctopus, Huge shark, orca whale; 16th—dire shark, Large viper); 10th—snake (giant constrictor). Argonnessen or Seren: 1st—camel, dire rat, eagle, Xen'drik: 1st—dire rat, eagle, Xen'drik: 1st—dire rat, eagle, hawk, owl, snake (Smallhawk, owl, snake (Small or Medium viper); 4th—ape, or Medium viper); 4th—ape, crocodile, dire bat, leopard, monitor lizard, snake (con-monitor lizard, snake (constrictor or Large viper); 7th—dire ape, lion, rhinoceros, giant crocodile, dire ape, snake (Huge viper), tiger; 10th—snake (giant constrictor); snake (giant constrictor); 13th—elephant; 16th—dire tiger, 13th—elephant; 16th—dire tiger. swordtooth titan/tyrannosaurus (dinosaur), threehorn/ triceratops (dinosaur). Aundair, Cyre, Eldeen Reaches, or Thrane: 1st—badger, dire rat, dog, eagle, hawk, horse (light or heavy), 1 Animal detailed in Chapter 11.owl, wolf; 4th—black bear, dire badger, direweasel, horrid rat1; 7th—brown bear, dire boar, dire wolf, JANAR THE DRUIDhorrid badger1, horrid weasel1, tiger; 13th dire bear;16th—dire tiger, horrid bear1. Oru growled uneasily, and Janar reached down to stroke behind the group for thisrat, "I feel it, too, my friend," the half-orc druid said, realizing Breland, Darguun, or Zilargo: 1st—badger, dire that it might not have been such a good idea to split the group for thisrat, dog, riding dog, eagle, hawk, horse (light or heavy), particular patrol. The forest creatures all around him seemed frightenedowl, snake (Small or Medium viper); 4th—ape, black bear, to a degree that he had never felt before, and that meant that somethingcrocodile, dire badger, horrid rat1, monitor lizard, snake unnatural and terribly evil was loose in the Reaches.(constrictor or Large viper); 7th—giant crocodile, direape, snake (Huge viper); 10th—horrid bear1, "We need to find Vanira and the others," Janar told the wolf. "I thinksnake (giant constrictor); 13th—dire bear. we can cover more ground if I join you, Oru." With that, the druid called forth his wild shape, instantly transforming himself into a dire wolf. Oru Demon Wastes: 1st-dire rat, eagle (vulture), owl, sniffed Janar's wolf shape in greeting, and then let out an impatient bark.snake (Small or Medium viper), wolf; 4th-black bear, Janar howled in agreement. They had to find the rest of the group beforeboar, dire bat, dire weasel, horrid rat1, snake (constrictor whatever was out there found them.or Large viper), wolverine; 7th—brown bear, dire boar, dire wolf, dire wolverine, horrid bat1, horrid weasel1, The wolf and the dire wolf ran deeper into the forest, matching eachsnake (Huge viper), tiger; 10th—snake (giant constrictor); other stride for stride as they fought to keep the steadily growing sense of 13th—dire tiger, horrid bear1. danger from overwhelming them. Droaam or Shadow Marches: 1st—badger, dire rat, Often described as down-to-earth, the 9th-level half-eagle, hawk, owl, snake (Small or Medium viper); 4th— orc druid Janar grew up in the Shadow Marches. Heblack bear, crocodile, dire badger, dire weasel, horrid earned fame in his village while he was still quite youngrat1, monitor lizard, snake (constrictor or Large viper); by taming a wild wolf—his animal companion, Oru. Wan-7th—giant crocodile, horrid badger1, snake (giant constrictor); 13th—dire bear. journeyed to the Eldeen Reaches. There he met a gnome bard, the chronicler Vanira, and their friendship devel- Karrnath or Mror Holds: 1st-badger, dire rat, dog, oped quickly. They travel the Eldeen Reaches as she lookseagle, hawk, horse (light or heavy), owl, wolf; 4th-black for tales to chronicle and he seeks to protect the naturalbear, boar, dire badger, dire badg dire weasel, wolverine; 7th—brown world from supernatural dangers.bear, dire boar, dire wolf, dire wolverine, tiger; 13th—direbear; 16th—dire tiger. Janar follows rumors of an ancient druid tradition that predates human civilization on Khorvaire, a tradition 37CHARACTER CLASSES that might be related to the orcs. Intrigued by this possible Thondred convinced the company that they could earn connection between his orc heritage and his vocation, Janar a fortune by exploring the secret continent of Xen'drik—a seeks to learn more about the mysterious Gatekeepers so that place where Thondred had spent a little time in the past he can be initiated into their secrets, and always hoped to return to in search of knowledge he could apply to his artificer experiments. Their exploits FIGHTER in Xen'drik have brought Azm and his fellow adventurers great wealth and more than a bit of notoriety. Fighters fill a number of combat-oriented roles in the world of Eberron. The Last War produced a number of Azm, now a 6th-level fighter, has learned to fight and can embed magic items in his body. He has also discov- survive in the trenches along the Karrnath-Cyre front to ered ancient items in Xen'drik that seem designed to extensively trained commandos and warband squad lead- attach to his immense frame, a discovery that suggests ers. All of these fighters seek ways to use the skills they that something like the modern warforged existed in acquired during the war in this new age of peace. Other Xen'drik in the ancient past. Learning more about these fighters might serve as part of a chivalric order, such as the ancient constructs has become an obsession for the mighty Knights of Thrane, or have come up through a city watch warforged fighter. or mercantile house guardian force. MONK Fighter Options: Fighters in an EBERRON campaign stand to gain the greatest benefit by choosing feats that Monks in Eberron are an unusual mixture of contem- grant them new uses for their action points in combat. A plative scholars and martial artists. They are called to new prestige class is well suited for warforged fighters. a life of community apart from the world in which they copy books, preserve the annals of history, and practice Feats: Action Boost, Action Surge, Greater Powerful the skills they need to defend their faith and fight for the Charge, Heroic Spirit, Powerful Charge, Precise Swing, cause of their church. Pursue. Monk Options: Monks in Eberron have access to Prestige Class: Warforged juggernaut. feats representing unique fighting styles derived from their religious traditions. AZM THE FIGHTER Feats: Double Steel Strike, Flensing Strike, Monastic The portal opened onto a great stone staircase that descended even deeper Training, Serpent Strike, Whirling Steel Strike. into the ruins buried beneath the secret continent of Xen'drik. Azm stepped forward, taking his place at the head of the marching order. MONKS AND CHURCHES "Are you sure there are artifacts waiting for us below?" the warforged Most monks in Khorvaire follow the religion of the Sov- asked Thondred, his artificer companion. ereign Host. Good and neutral monks worship Dol Dorn, the Lord of Strength at Arms. Evil monks are devoted to "As sure as I am that we survived the Chamber of a Thousand Perils," the Mockery, flaying their own skin in identification with Thondred replied, replacing his wand into the brace at his side. their disfigured patron. "I do not like it down here," Sarav the elf ranger said from behind Bonus Feats: Good or neutral monks devoted to Dol them. "I am not sure that any treasure is worth angering the ancient spirits Dorn may choose Whirling Steel Strike as their bonus of this place," feat at 2nd or 6th level, in addition to the normal options at those levels. They must still meet all prerequisites for Azm shrugged, "I don't care who gets angry at me, as long as I can hit the feat. something." Before Sarav or Thondred could resume their usual argument, Azm pounded down the stairs, his powerful limbs of obsidian and steel Evil monks devoted to the Mockery may choose Flens- striking each step like a hammer hitting an anvil. As much as he might try ing Strike as their bonus feat at 2nd or 6th level, in addi- to deny it, he was built for battle. It was in his blood, so to speak, though tion to the normal options at those levels. They must still Thondred would be quick to point out that a warforged didn't exactly have meet all prerequisites for the feat. blood. He rounded the curve of the stair and stopped, not guite sure what it was that blocked his way. The creature reared back and screeched an angry WARFORGED MONKS cry, its spiked tentacles slicing through the air like barbed whips. Azm flexed his massive fingers, listening for the satisfying pop of the joints that indicated When a warforged monk gains the wholeness of body abil- he was ready, and the battle began. ity, he can use that ability to repair damage he has taken. Crafted during the final years of the Last War by artificers MONASTIC TRAINING of House Cannith, Azm was commissioned by the Breland militia. For a year, Azm fought alongside Brelish troops Several monastic traditions in Eberron combine the and earned great as any army training of a monk with skills that lie outside the monk would award to a warforged. class. The Dhakaani clans of Darguun,

for example, have a martial tradition of monk/roques, and certain monas- After the war, the warforged went to Sharn in search tic followers of the Silver Flame, mostly in Thrane, are of his creator, the dwarf artificer Thondred. Thondred monk/paladins. gave Azm his name, and the two put their skills to use as adventurers in the City of Towers. They eventually teamed The Monastic Training feat, described on page 57, up with another pair of adventurers and formed an adven- allows a monk to circumvent the usual restrictions against turing company. multiclassing to learn one of these monk traditions. Any38monk may choose Monastic Training as her bonus feat at Church of the Silver Flame can fall into heresy or even CHARACTER CLASSES1st, 2nd, or 6th level, in addition to the normal options at adopt an evil alignment and still retain all his abilities, those levels. but a paladin must rise above the corruption that plagues almost every church and cling to the highest ideals of herKASHA THE MONK faith. In a place such as Sharn, in particular, where the churches are so rife with corruption, paladins arise to The tavern was dark and smoky, filled with the most diverse collection of bring justice to the people.beings that Kasha had ever seen in one place. Her adventuring companion Thiera had warned her that the world outside their monastery was differ- Paladin Options: Like fighters, paladins can useent, but with each new day she discovered a new difference that added one action points to enhance their ability in combat, facilitatedmore crack to the foundation of her faith. by a number of new feats. In addition, two new prestige classes, one of them associated with the Church of the She brushed aside such negative thoughts and strained to find her Silver Flame, are appropriate for paladins.guarry, a half-elf inguisitive known as Jorune. He was supposed tohave some information about the attack on her monastery. She could Feats: Action Boost, Action Surge, Greater Power-endure this establishment of temptation long enough to have her meeting, ful Charge, Heroic Spirit, Knight Training, Powerfulshe supposed. Charge, Pursue, Silver Smite. Kasha stepped across the crowded floor, making her way toward the Prestige Classes: Exorcist of the Silver Flame, warforgedbooths near the back. She remembered reading somewhere that inquisitives juggernaut. always met their clients in shadowy places such as this. Before she could getvery far, a large, strong half-orc in grimy leather grabbed her by the arm PALADIN MOUNTS and swung her into his lap. A halfling paladin from the Talenta Plains calls a claw- "You're too pretty to be a monk," the drunken half-orc laughed. foot dinosaur to serve as a special mount, rather than a"How's about I teach you something that's not in any of those religion books warpony. Clawfoot dinosaurs are detailed on page 279.you're used to?" WARFORGED PALADINS Kasha smiled to hide her nervousness. "How about not?" she said, trying to sound brave. She spun away, avoiding the half-orc's lunging grasp, When a warforged paladin gains the ability to lay on handsso that she wound up standing tall while the half-orc crashed into a nearby to heal wounds, he can use this ability to repair his owntable. Stunned and unsure exactly what had just happened, the half-orc lay damage or damage sustained by other constructs and among the shattered wood and spilled goblets. "My faith teaches me more constructlike beings, as well as wounds sustained by histhan just the spiritual side of life," Kasha said, and then she turned away to nonwarforged companions. The ability functions as eithercontinue her search. curative or repair magic, as appropriate to the subject. A native of Aundair, Kasha is a 2nd-level human monk. THERA THE PALADINShe has spent most of her life in a monastery dedicated to the Silver Flame, a place that was not touched by the Last Thiera strode across the skybridge with purpose and determination. SheWar. Ironically, though, the monastery was destroyed a few and Kasha were getting close to discovering the identity of the enemy thatmonths ago by unknown attackers. had destroyed their monastery, and the paladin couldn't wait to deliver the justice of the Silver Flame. Along with Thiera, a paladin attached to the monas-tery, Kasha was sent into the world to investigate the attack The everbright lanterns that provided light to the far end of the bridgeon the monastery. The two young adventurers have fol- suddenly went out, and the dark night of Sharn rushed in. Perhaps there waslowed a wild trail from Aundair to Thrane, to the Shadow nothing to fear, but Thiera had never heard of such a failure at this level of Marches, and most recently to Breland in search of a the city. She drew her sword kalashtar psychic warrior who supposedly knows somethingabout the enemy that attacked the monastery. "No need for us to fight, paladin," said a high, heavily accented voice from the darkness ahead. "Go back to your superiors. Tell them Young and idealistic, Kasha lived a cloistered life that we got what we were sent for, and no further harm will come to the until very recently. She is mystified by life outside the faith or the faithful."monastery, awed by the soaring towers of Sharn and dis-gusted by the habits of the orcs of the Shadow Marches. Thiera strained to make out anything in the darkness ahead. She couldThe mystery of the destruction of her monastery gnaws see a number of shapes, small in size, cloaked, with the legs and hoofed feetat her faith, but Thiera assures her that their faith will of some kind of animal. Definitely not human. "Perhaps you should return be stronger because of the hardships and challenges they with me and tell them yourselves," Thiera said, reaching out with her pala-must endure to solve the mystery and bring the enemy din senses to detect evil among the small humanoids. She determined theyto justice. were not evil. Still, that didn't make them any less of a threat to her, not to mention the damage and suffering they caused at the monastery. PALADIN "Alas," the high voice said, "that will not be possible. We have work toPaladins, like clerics, are the knights of the churches, most do, and we'd prefer to do that work without a monk and a paladin trailing particularly the Church of the Silver Flame and, to a lesser around behind us. If you do not heed my advice, paladin, I cannot be heldextent, the churches of Dol Arrah and Boldrei. Paladins responsible for your continued safety." are called to a strict and exalted life, and are mysticallyheld to a higher standard than even clerics. A cleric of the Thiera drew herself to her full height. She towered over the small creatures. "The Silver Flame protects me," she replied. The high-pitched voice laughed. "Spoken like a true believer. We have our own faith, girl, and it is more ancient, more powerful than your silly little fire." 39CHARACTER CLASSES Thiera set her jaw and raised her sword. "We'll see, defilers . . . PSIONIC CLASSES we'll see." Psionic characters, including psions, psychic warriors, A native of Thrane, Thiera is a 2nd-level human paladin. soulknives, and wilders, are found primarily in Riedra She left her home as soon as she swore her paladin's oath, and Adar among the Inspired and the kalashtar, where accepting a post as guard and champion of a small mon- they fill many of the same roles as wizards, sorcerers, astery in northern Aundair. monks, and clerics. During all the time the Last War raged across Khor- If you do not have access to the Expanded Psionics Hand- vaire, nothing ever threatened the secluded monastery, book, do not use psionic characters in your game. Thiera's life was filled with contemplation, much like those of the monks she had sworn to protect. A few months Psionic Characters in Eberron usu- ago, however, an unknown enemy attacked and destroyed ally focus on feats and prestige classes from the Expanded the monastery. Thiera was severely wounded in the battle; Psionics Handbook, though one new feat is introduced in this guilt consumes her over her failure to protect the monks book as well. and the monastery. Feat: Strong Mind. As an act of penance, she now journeys with a monk even younger than herself, seeking to determine who HALHARAN THE PSION attacked the monastery and why. Their quest has led them as far as the city of Sharn, and along the way Thiera and The inn at First Tower was a pleasant enough establishment. It was Kasha, the young monk, have become close friends. said to be the first tower ever built in the vicinity of Sharn, but since he was still a day's walk from the City of Towers, Halharan assumed Secure in her faith in the Silver Flame, Thiera's guilt that the legend was used to garner more money from the travelers threatens to weaken her confidence in her own abilities. passing through. She continually reassures Kasha of the Silver Flame's beneficence and power, while secretly guestioning her own The kalashtar sat in a corner, sipping water and watching the small usefulness and purpose. crowd. The people of this land were so different from those of Adar and Riedra, more robust, more basic. They intrigued him. The inn's door swung open then, letting a blast of wind and rain rush in. A large, cloaked figure stepped inside, slamming the door behind him. Halharan got a flash of danger from the figure, but before he could isolate it and focus his will, the stranger jumped around the room. The kalashtar noticed that others were also hidden within cloaks, sitting scattered throughout the room. Something was wrong here, Halharan thought, just as a flash of pain exploded inside his mind. The pain's source was external; it belonged to someone in the inn's guest rooms. They were . . . killing her! Halharan started to rise just as the new arrival threw back his hood. A hobgoblin? Here? "For Darguun!" the hobgoblin shouted as he slid a weapon from under his cloak. The other cloaked figures revealed themselves as gob- lins and kobolds, each shouting "For Darguun!" in turn, though one kobold seemed confused and cheered for Droaam instead. Before Halharan could act, a halfling barbarian—one of the inn's patrons—charged into the goblins with wild abandon. The hobgoblin was moving as well, coming up on the halfling's blind side. Evil must be dealt with, no matter its source, Halharan reminded himself, and he leaped to place himself directly in the hobgoblin's path. Halharan, a 4th-level kalashtar psion, grew up and received his psionic training in a monastic community in the mountains of Adar. After completing his train- ing, he journeyed to Sharn to fight the agents of the Inspired in a roadside inn threw him together with a ragtag group of adven- turers, including a halfling barbarian, a half-elf cleric, and a human sorcerer. Unsure how to pursue his own mission, he has joined with these others out of con-venience, although their common foe appears now to be the Blood of Vol rather than the Dreaming Dark. Evil is evil, Halharan reasons, and is worth fighting whatever its origin. A typical party SP of adventurersRANGER he could manage, and eventually he made his way to the CHARACTER CLASSES wondrous coastal city of Sharn. There, he joined forcesRangers might come from backgrounds similar to those with a dwarf artificer and a warforged fighter. As theirof barbarians, fighters, or druids. Like barbarians, they fame grew, the adventurers earned enough money to fundare often found in the wild places of the world (although an expedition to the mysterious continent of Xen'drik.many make their homes in more urban environments as Though each of the company's members has something towell). Like fighters, many rangers served in the Last War gain from such a journey, Sarav is worried that he might(usually as scouts) and have either retired or switched to also learn something terrible about his heritage on theadventuring careers. Like druids, some rangers patrol the secret continent. wilds of the Eldeen Reaches, punishing poachers and pro-tecting the creatures that live there. These Eldeen rangers ROGUE are very similar in outlook to the members of the druidsects, placing a greater emphasis on martial training than Rogues are found in every city, town, and village in Eberon spiritual discipline. ron, though most common criminals are experts or war- riors. Rogues often head criminal organizations, work as Ranger Options: The new feats and prestige classes spies, or serve as diplomats. Other rogues work to solvein this book offer some interesting choices for ranger crimes either as freelance inquisitives or inquisitive agentscharacters. of church or crown. A few put their skills to work hunting for treasure in ancient ruins. Feats: Beast Totem, Totem Companion, Urban Tracking. Prestige Classes: Eldeen ranger, extreme explorer, were- Rogue Options: Prestige classes can help define thetouched master. role of a roque in Eberron, from the explorer delving into Animal Companions: See the Animal Companions section the ruins of Xen'drik to the inguisitive plunging into theon page 36. mysteries of Sharn's criminal underworld. SARAV THE RANGER Feats: Action Boost, Action Surge, Urban Tracking. Prestige Classes: Extreme explorer, master inquisitive. What was he doing here? Sarav wondered as he nocked an arrow in his silverbow. As an elf, and moreover as a ranger, he thrived in the great outdoors. TAM THE ROGUEBut here he was, following Thondred the artificer into another hole in the ground in search of artifacts from a distant age. The officer wearing the uniform of the City Watch nodded to the apothecary. Bottles and urns were scattered More to the point, he had followed the dwarf to Xen'drik, a land of and broken. a chair was overturned, and a table was on its side. Theshadows and mysteries that Sarav believed had some connection to his elf body of the shopkeeper had been removed, but the watchman could stillheritage. And for that reason, the prospect of finding anything within these examine the telltale signs of the murder—the drying blood, the shatteredancient ruins terrified him. moneybox, the bloodstained ledger. The elf let his arrow fly and it struck true, skewering the tentacled The constable removed his hat and shook his head. Between shakes, monster that was even now grappling with the mighty warforged named his flesh flowed and his hair grew into long, pale wisps. The human maleAzm. "A little help, artificer!" Sarav shouted as he fired more arrows into reverted to her true form, the changeling female Tam. She was a freelance the nightmarish creature. inguisitive, and she had used this trick more than once to gain access to a crime scene. Thondred shouted an answer, but his words were drowned out by the squeals of the monster and Azm's furious battling that, as usual, "Now to figure out how the murderer got into and out of a lockedwas causing as much collateral damage as it was harming his opponent. shop," she said to herself as she started to walk the floor. Her searching eyesSarav dodged a chunk of stone knocked loose as the warforged crashed noticed clues that less skilled inguisitives often missed. That had to do withinto the pillar around which the stone stairs turned. His leap to one side her younger days as a street thief, she imagined, for that training still servedput him directly in the path of the bolt of lightning that crackled from her well in her pursuit of a more legitimate occupation. Thondred's wand to strike the monster, and he had to leap again to avoid the unleashed magic. She noticed a few stray drops of blood forming a path toward the back wall of the shop. The dust along the base of the wall, so prominent in With a roar of pain and anger, the monster slipped from the stairs and other parts of the room, had been brushed to the side. Tam smiled. "Secretfell into the blackness beyond. Azm, still wrapped in the beast's barbed ten- door," she muttered. "Second oldest trick in the book." She examined thetacles, was pulled into the blackness along with it. "Arwon's beard, dwarf!" wall, found a hidden latch, and tried to open it. "Locked. Probably trapped, Sarav spat. "Do you always have to use a hammer when a needle would as well. Figures. "do?" The elf rushed to the edge of the abyss and peered down, hoping hisfriend was still in one piece. Long, thin metal tools appeared in Tam's dexterous fingers, retrieved from hidden pouches and pockets, and she guickly went to work on the secretA 6th-level elf ranger. Sarav wears leafweave armor, carries door. She dealt with the trap mechanism first, disconnecting the trip wirea composite longbow with a shimmering silver bowstring, and disabling a gear. Then she sprang the lock with a few twists of her picks and has a pair of short swords strapped to his thighs. He "And the amazing Tam does it again," she whispered, but before she couldgrew up in the wilds of Aundair, near the Eldeen Reaches open the door she heard footsteps behind her.border, where he learned the skills of the ranger. "Tam! How many times have I warned you about interfering in Watch He served briefly in the Last War as a scout for the business?" barked Sergeant Dolom of the City Watch. Aundairian forces, but he eventually lost his taste for the conflict that had torn apart the great kingdom of "More times than I care to remember, constable," the changelingGalifar. He decided to get as far away from the front as replied, "but we both know you appreciate the help I provide. Now if you'll excuse me, I have a murderer to catch!" Tam slipped through the 41CHARACTER CLASSES door before Dolom could react, and his shouts and threats faded as she room as a halfling barbarian charged into a group of weapon-brandishing moved deeper into the dark passage beyond. goblins, along with a couple of kobolds and a hobgoblin, were shouting slogans from the Last War and proclaiming victory for the monster Tam, a 4th-level changeling grew up in the lower nation of Darguun. A kalashtar, one of those exotic humans from across wards of Sharn. An orphan, she found a home with the Dark the sea, had joined in the fight and was doing his best to keep the hobgoblin Tower Gang, a minor changeling crime family or the barbarian. in the underbelly of the City of Towers. She was well on her way to a life of crime and showing promise as a rogue Ural, one of the lesser sons of House Orien, happened to be on when Tam's life took a new direction after young Constable his way to Sharn on family business when all this occurred. He also Dolom of the City Watch arrested her. He decided not to happened to be a sorcerer, and he had an annoying bent for honor and send her before the Justice, and instead kept her in a hold- fair play that his father said was going to either bankrupt the family or ing cell for a few days. get his son killed. Ural sighed, mentally apologized to his father, and sent two magic missiles into the large hobgoblin's chest. Then, with the As the days passed, Tam and the constable discussed kalashtar back on top in his battle, Ural turned to check on the halfling law, the city, ethics, and other topics. He did not preach barbarian. Three of the goblins were down, and he was still struggling to her, but through conversation and open discussion he with the remaining two, began to make the changeling reconsider her role in the society of Sharn. The kobolds interested Ural. Instead of joining the battle, the two of them moved toward the wall beneath the staircase that led to When a perplexing murder case wound up in Dolom's the inn's upper levels. "Well, look at that." Ural said to no one in jurisdiction. Tam listened as Dolom and the rest of the particular. "The kobolds have found a secret door. Now where do you Watch discussed the situation. One night, when the watch- suppose that goes?" tower was mostly empty, Tam used her skills to free herself from the cell (it really wasn't designed to hold an accom- Another pair of magic missiles took down the remaining goblin, and plished rogue). She left Dolom a note, telling him which then Ural winked at the halfling. "If you still feel like fighting, follow me," suspect was the murderer (based on her evaluation of the barbarian as he boldly ran toward the now-open evidence they had been discussing). Then she resigned from secret door. the Dark Tower Gang and went into business for herself as a freelance inquisitive. Ural d'Orien, a 4th-level sorcerer, is the seventh son of the great mercantile Dolom, now a sergeant, likes to give the changeling a families of Khorvaire. In addition to performing duties hard time, but he's also proud of the life she has built for for the family, Ural uses his sorcerer skills to feed his love herself—a life on the recently hooked up with a halfling barbarian, a half-elf cleric, and a kalashtar psion. Their makeshift In many worlds, sorcerers claim descent from dragons, adventuring party has foiled a hijacking attempt on a insisting that the dragon blood in their veins is the source money carriage, defeated an Order of the Emerald Claw of their power. The sorcerers of Eberron likewise point cell. and rescued a Mror Holds noble from pirates operat- to dragons as the source of their power, but they speak of ing along the Dagger River. cosmic dragons: Siberys, the Dragon Below; and Eberron, the Dragon Below; and Eberron, the Dragon Between. They Always flamboyant and somewhat aristocratic, Ural speak of dragons who have ascended to godhood: Revail- also has a mystical side. His abilities as a sorcerer have led lukh the Gold, Dolleirranasha the Red, Vallidarrath the him to search for meaning in the draconic Prophecy. He Silver, and others. They point to the magical dragonmarks, feels that by working and traveling with other adventurers, and sometimes whisper about a prophecy carved in Dra- he has a better chance to learn more about the source of conic runes on the very bones of the world. Dragons are his arcane skills, tied to the magic of the world—and sorcerers claim to wield the magic of dragons. WIZARD Sorcerers in an EBERRON campaign have a more mys- Wizards stand apart from the legions of others who tical bent than in other worlds. Power is rarely their sole dabble in the arcane arts on the magically charged concern—rather, they seek some kind of union with the world of Eberron: They alone are willing to devote their cosmic dragons. lives to the daunting work of arcane study. Wizards are distinguished from sorcerers and the dragonmarked by Sorcerers in Eberron can choose their incredible versatility—an accomplished wizard can from a variety of item creation-related feats. prepare any of a hundred different spells as the situa- tion requires. Feats: Aberrant Dragonmark, Attune Magic Weapon, Bind Elemental, Exceptional Artisan, Extra Rings, Extraor- More than any other type of character, wizards have a dinary Artisan, Favored in House, Legendary Artisan. vested interest in discovering the lost secrets of ancient Xen'drik: buried in any ancient ruin could be the secrets Prestige Class: Heir of Sibervs, of a long-forgotten spell, a new weapon to add to a wiz- ard's arsenal, URAL D'ORIEN THE SORCERER Wizard Options: A number of options, particularly Pandemonium reigned in the inn at First Tower, while outside a terrible focused around item creation, are appealing to wizards. rainstorm raged on. Patrons dove beneath tables or fled to the sides of the42Feats: Attune Magic Weapon, Bind Elemental, Excep- "Just remove the crystal when you have finished for the day, and the CHARACTER CLASSES tional Artisan, Extra Rings, Extraordinary Artisan, Leg- study hall will return you to the vestibule," the gnome explained. With that, endary Artisan, Spontaneous Casting, Wand Mastery, the clerk stepped into one of the corridors of shelves and disappeared. BARISTI THE WIZARD "I hate when they do that," Baristi grumbled as she cast the fox's cun- ning spell on herself and magically enhanced her intelligence. "Now, to find Baristi the wizard entered the library and waited for the gnome clerk to out everything I can about a temple that was probably in ruins before King approach her. She had come to research an ancient legend and seek a new Galifar united the Five Nations. ... " spell to aid her in her guest. The shifter Baristi is a 6th-level wizard with a love of The clerk made her wait for a few moments before he shuffled knowledge and a thirst for information. She grew up in over to her. "You have an appointment, shifter?" the gnome asked, the Eldeen Reaches and then was apprenticed to a visiting knowing full well that she did. She had been here before, and she was wizard from Aundair who had adventured with her father sure that he recognized her as much as she recognized him from her many years before. previous visits. Both the wizard and Baristi's father had recognized Baristi controlled her temper and handed the clerk her appoint- the powerful curiosity and intellect that Baristi possessed, ment scroll. He studied it closely, checking the authenticity of the arcane and though the young girl was nervous about leaving home, mark, before handing it back to her. "The legend of Kronik, the lost she was also excited by the prospect of learning and per- goblin temple," the gnome said as he turned toward one of the ornate haps becoming a wizard in her own right. doors that ringed the vestibule. "Of course. A study hall has been pre- pared for your use." Her mentor took her on his travels, and together they visited the Great Library in Korranberg, the Arcane She followed him through a pair of doors and into a small chamber Tower in Sharn, the Wizard Enclave in Aundair, and the that contained a desk, a chair, a worktable, and a narrow pedestal. A Hall of Arcane Studies in Karrnath, among other sites. stack of parchment was piled atop the table, along with guills, ink, and When Baristi mastered the tests and was recognized as sealing wax. As they reached the middle of the room, the clerk placed an a true wizard, her mentor presented her with his staff. orange crystal atop the pedestal, and Baristi had the sudden sensation of "As my mentor gave this to me," he said, "I bequeath this movement. The walls fell away and alcoves rushed toward them, formed arcane focus to you." of shelves upon shelves of dusty tomes and scroll cases. Now Baristi travels the world on her own, occasion- The dizzying activity lasted for a few long seconds as the shelving units ally joining an adventuring company or research group, rearranged themselves and jockeyed for position, and then the room addi- but more often living on her own as she continues to tions clicked into place. The study hall, designed specifically for Baristi and study and learn. the research she wished to accomplish, was complete. Planning a missionDBThe otyughs swarmed around the druid, slashing at her with spiked tentacles and razor-sharp teeth. Noerra called on the life force of the great forest and began to summon the wards that would repel the aberrations. With luck, she would send them back to the depths of Khyber whence they came. . . . CHAPTER THREE HEROIC CHARACTERISTICS HEROICCHARACTERISTICSAhero in an EBERRON campaign is defined by special ability can allow a character to reroll an action point far more than race and class. Skills and feats die. If a character suffers permanent level loss, he does not add to a character's abilities, while action lose any action points he has remaining, and any subsequent points and dragonmarks extend his or her level advancement provides new action points as normal. capabilities to a level never before seen in the D&D game. If your character level is 8th or higher, you can roll more than one d6 when you spend an action point. If youACTION POINTS do so, apply the highest result and disregard the other rolls. As a 15th-level character, for example, you can roll Action points provide a player with the means to alter d20 3d6 and take the best result of the three. So, if you rolled rolls in dramatic situations, reflecting the luck that can 1, 2, and 4, you would apply the 4 to your d20 roll. change crushing failure into heroic success. Your char- acter has a limited number of action points, and you must Character Level Action Point Dice (d6) Rolled use them wisely, since you don't replenish this supply until 1st-7th 1 your character attains a new level. 8th-14th 2 3 You can spend an action point to improve the result of 15th-20th an attack roll, a skill check, or a saving throw. Certain feats and prestige class features At 1st level, you have 5 action points. Each time you attain a allow you to spend action points in different ways, but this new level, you gain a fresh supply of action points equal to 5 is their most basic use. + 1/2 your character level, rounded down. Any action points you didn't spend at your previous level are lost. When you spend an action point, you add the result of a roll of 1d6 to your d20 roll to help you meet or exceed You determine your supply of action points after the target number for the roll. You can declare that you all other issues related to level advancement have been are spending an action point after you have already rolled resolved. In effect, this determination becomes step 10 in the d20, but you must do so before the Dungeon Master the process (see pages 58-59 of the Player's Handbook). reveals the result of your roll (whether the attack roll or check or saving throw succeeded or failed). You can't use Character Action Point Character Action Point an action point on a skill check or ability check when you Level Maximum Level Maximum are taking 10 or taking 20. 1st 5 12th-13th 11 You can only use action points once in a round. If 2nd-3rd 6 14th-15th 12 you spend 1 or more action points on a special action 4th-5th 7 16th-17th 13 (see below), you can't spend a point in the same round to 6th-7th 8 18th-19th 14 improve a die roll, and vice versa. No spell, power, or other 8th-9th 9 15 10th-11th 10 20thUSING ACTION POINTSThe introduction of action points might require some Similarly, when fighting an opponent that has con-changes to the conventions of the gaming table. For cealment, a player should make the attack roll, decideexample, many players roll damage at the same time as they whether to spend an action point, and then roll the missmake their attack rolls. In a game with action points, play- chance for concealment.ers shouldn't do this; they must decide whether to spend anaction point to improve their attack rolls before they know The general rule is that a player must decide whetherhow much damage a successful attack would deal. to spend an action point before making any determination about success, failure, or the effect of a d20 roll. 45HEROIC CHARACTERISTICS Mark of SPECIAL ACTIONS CRAFT Detection Instead of altering the result of a d20 Chapter 6: Adventuring Equipment includes a number of Least roll, you can use action points to new items that can be made using the Craft (alchemy) skill, Lesser perform one of the special actions as well as a few special materials that are more difficult to Greater described below. In addition, some work with than their mundane equivalents. Craft check prestige classes and feats allow you to DCs for these items are given on the table below. DCs are expressed as "base +x," which means that the specific abilities. DC to create an item from that substance is higher than Activate Class Feature: You can spend the normal DC for creating such an item, as indicated in the Player's Handbook. 2 action points to gain another use of one of the following class features that has a limited Item Craft Skill Craft DC number of uses per day: bardic music, rage, Acidic fire Alchemy 25 smite evil, Stunning Fist, turn or rebuke Alchemist's lightning Alchemy 22 undead, or wild shape. Alchemist's frost Alchemy 22 Byeshk weapon Weaponsmithing Hasten Infusion: On his turn, an Byeshk armor or shield Armorsmithing base +5 artificer can spend 1 action point Dragonshard item Varies base +8 to imbue an infusion in 1 round. Noxious smokestick Alchemy base +3 Other byeshk item Varies even if the infusion's casting 25 time is normally longer than base +5 1 round. Repair Warforged: A character with ranks in certain Stabilize: When your char- Craft skills can attempt to repair a warforged character who acter is dying, you can spend has taken damage. A check requires 8 hours and restores a 1 action point to stabilize at your number of hit points equal to the Craft check result -15. A current hit point total. Spending an character can take 10 on this check but can't take 20. Other action point does nothing for you if you're constructs can't be repaired in this way (but a character already dead. with the Craft Construct feat can repair such a construct, as described on page 303 of the Monster Manual). ACTION POINTS Applicable Craft skills include armorsmithing, gemcutting, and sculpting. A warforged with an applicable Craft skill can repair itself. Nonplayer characters and monsters normally can't use action points DISGUISE and don't gain action points as they advance in level, even if A character who uses the Disguise skill to impersonate they have levels in a class or a someone with a visible dragonmark takes a -10 penalty prestige class. Action points on the check because of the unique and magical nature are typically the purview of of dragonmarks. player characters and are thus reserved for their use. FORGERY However, an NPC can use action points if he or she has the A character who can cast arcane mark can attempt to forge Heroic Spirit feat (see page 55), someone else's mark using the Forgery skill while casting the spell. This special use of both spell and skill stretches which provides a character with 3 action points the casting time of the arcane mark spell to 10 minutes. The to use at every level. The DM should not give character makes a Forgery check as normal, taking a -10 penalty on the check. an NPC this feat without careful consideration, and then only if SPEAK LANGUAGE the character is crucial Common languages in Eberron and their alphabets are to the campaign and summarized on the following table. the storyline. Perhaps only one key character Language Typical Speakers Alphabet should exist at every Abyssal Demons of Shavarath1 Infernal three to five levels Argon Barbarians of Argonnessen Common of a campaign. and Seren Aguan Water-based creatures Elven SKILLS Auran Air-based creatures Draconic Celestial Archons of Shavarath1 Celestial A few skills have new uses and additional Common Humans, halflings, Common rules that apply to them in an EBERRON half-elves, half-orcs campaign. Siberys46Language Typical Speakers Alphabet Prereguisite: Dragonmarked race (human, dwarf, elf, gnome, halfling, Daan Formians, lawful outsiders Daan half-elf, or half-orc). Mark of HEROIC CHARACTERISTICS Finding of Daanvi1 Benefit: This feat provides you with a single dragonmark spell-like LeastDaelkyr, mind flayers, other Daelkyr ability that is not directly tied to the Lesser trueborn dragonmarked houses. All Greater aberrations, creatures of Xoriat1 aberrant mark spell-like abilities Siberys can be used once per day. Draconic Kobolds, troglodytes, Draconic When you select this feat, you must lizardfolk, dragons choose an aberrant dragonmark spell- like ability from the following list. YouDruidic Druids (only) Druidic can never improve this mark in any way, and you can never gain a second mark. ADwarven Dwarves Dwarven character with one of the true dragon- marks (least, lesser, or greater) can-Elven not select this feat, and a character with this feat cannot later select one Giant Ogres, giants, drow Giant of the true dragonmark feats.Gnoll Gnolls Common A saving throw against your aberrant dragonmark spell-likeGoblin Goblins, hobgoblins, bugbears Goblin ability has a DC of 10 + spell level + your Cha modi-Halfling Halflings Common fier. (Spell level for an aberrant dragonmarkIgnan Fire-based creatures Draconic ability is always 1st.)Infernal Devils of Shavarath1 Infernal Your caster level for your aberrant dragonmark spell-like ability is one-Irial Ravids, positive energy users Draconic half your character level, of Irian1 Aberrant Mark Powers; burning hands, cause fear, charmKythric Slaadi, chaotic outsiders Daan person. chill touch, detect secret doors, feather fall, of Kythri1 inflict light wounds, jump, light, pass without trace, Mabran Nightshades, shadows, Draconic produce flame, shield, Tenser's floating disk. creatures of Mabar1 Aberrant dragonmarks areOrc Orcs Goblin mutations that appear occasion- ally among the dragonmarked racesQuori Quori, the Inspired, kalashtar Quori (usually to those not of a dragonmarked house) that can be traced back to the Riedran Lower classes of Sarlona Old Common bloodlines of corrupted dragonmarked families eliminated in the War of the Risian Ice-based creatures Dwarven Mark. At a guick glance, an aberrant mark could be mistaken for an establishedSylvan Dryads, eladrins, creatures Elven dragonmark, but on close inspection its differences are of Thelanis1 readily apparent. Syranian Angels of Syrania1 Celestial ACTION BOOSTTerran Xorns and other earth-based Dwarven [GENERAL] creatures You have the ability to alter your luckUndercommon Chokers, underground Daelkyr drastically in dire circumstances. denizens Benefit: When1 For more information on the planes of existence, see page 92. you spend an action point to alter the result of an attack roll, a skill check, anSPELLCRAFTA character can make a Spellcraft check to identify a dragon-mark and the spell-like ability it bestows on the person carry-ing it. The DC of the check depends on the type of mark: Aberrant mark DC 18 Least mark DC 15 Lesser mark DC 20 Greater mark DC 25 Siberys mark DC 30FEATSThe table on pages 48 and 49 summarizes the new featspresented in this book. Shifter Feats and Warforged Feats: These catego-ries of feats are restricted to characters to addconstruct features and improve their armor. ABERRANT DRAGONMARK[GENERAL] Although you are not a recognized member of one of the dragonmarked families, you have manifested a dragonmark. 47 Page 2 General Feats Prereguisites Benefit Aberrant DragonmarkHEROIC CHARACTERISTICS Action Boost Dragonmarked race Manifest an aberrant dragonmark spell-like ability Action Surge Ashbound — When spending an action point, roll d8 instead of d6 Beast Totem Base attack bonus +3 Spend 2 action points to take extra move or standard action Beast Shape Ability to spontaneously cast Doubles duration of summon nature's ally spells, +3 luck Totem Companion summon nature's ally bonus on saves against specific attack forms Vermin Companion Wild empathy, Beast Totem, Wild shape into magical beast form Vermin Shape Double Steel Strike ability to wild shape into Huge animal Dragon Totem Wild empathy. Beast Totem, Gain magical beast as animal companion Dragon Rage ability to acquire new animal Ecclesiarch companion, minimum level (see text) Education1 Ability to spontaneously cast Treat vermin as animals, add vermin to summon nature's Extend Rage summon nature's ally, nongood ally list Extra Music2 Favored in House Druid 3rd, nongood, Child of Winter, Gain vermin as "animal" companion Flensing Strike ability to acquire new animal companion, Gatekeeper Initiate minimum level (see text) Repel Aberration Druid 5th, nongood, Child of Winter Wild shape into vermin form Greensinger Initiate Exotic Weapon Proficiency Treat two-bladed sword as monk weapon Haunting Melody Heroic Spirit (two-bladed sword), Weapon Focus Improved Natural Attack Investigate (two-bladed sword), flurry of blows Knight Training Least Dragonmark Base attack bonus +1, region of Gain energy Lesser Dragonmark origin Argonnessen Greater Dragonmark Base attack bonus +4, Dragon Gain energy resistance 10, +2 bonus to natural armor Monastic Training Totem, ability to rage or frenzy, when raging Music of Growth Music of Making region) 6 ranks Gather Information and Knowledge (local) are class skills, +2 bonus on Leadership score — All Knowledge skills are class skills, +1 on checks with any two Knowledge skills Ability to rage or frenzy Add 5 rounds to duration of your rage Bardic music four extra times per day Member of appropriate Member of powerful mercantile house, call in favors dragonmarked race and house Exotic Weapon Proficiency Target takes –4 penalty on attacks, saves, and checks for (kama), Weapon Focus (kama) 1 minute Ability to spontaneously cast +2 on saves against aberrations, add spells to spell list, summon nature's ally add Knowledge (the planes) as class skill Druid 3rd, Gatekeeper Initiate Keep aberrations at bay Ability to spontaneously cast Add Bluff, Hide, and Perform as class skills, add spells to summon nature's ally spell list Bardic music, Perform 9 ranks Bardic music inspires fear — +3 action points per level Natural weapon, base attack bonus +4 Increase the damage of a natural weapon - Use Search skill to analyze scene of a crime - Multiclass with paladin levels Member of appropriate Choose a least dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmark spell-like ability associated dragonmarked race and house with your dragonmarked house Member of appropriate Choose a lesser dragonmarked house a lesser dragonmarked hous dragonmarked race and house, with your dragonmarked house Least Dragonmark, 9 ranks in any two skills Member of appropriate Choose a greater dragonmarked race and house, with your dragonmarked house Least Dragonmark, Lesser Dragonmark, 12 ranks in any two skills — Multiclass with monk levels Bardic music. Perform 12 ranks Bardic music enhances animals and plants Bardic music doubles duration of conjuration (creation) spells and +4 bonus on Craft checks Medium or larger, base attack bonus +1 Extra damage when charging48Greater Powerful Medium or larger, Powerful Charge, Additional extra damage when charging LuckRecognize SwingPursue Base attack bonus +5 Ignore cover except total cover when making a melee attackRaging LuckRecognize Impostor Combat Reflexes Spend action point to occupy square opponent has leftResearch Ability to rage or frenzy Gain 1 temporary action point while ragingRight of CounselSerpent Strike Sense Motive 3 ranks, Spot 3 ranks +4 on Spot checks to oppose Disguise checks, +4 on SenseSilver Smite Motive checks to oppose Bluff checksSong of the Heart — Use Knowledge to get information from books and scrollsSoothe the BeastSpontaneous Casting Elf Call on undying ancestor for adviceStrong MindUndead Empathy Simple Weapon Proficiency (longspear), Treat longspear as monk weaponUrban TrackingWarden Initiate Weapon Focus (longspear), flurry of blowsWhirling Steel Strike Follower of Silver Flame, smite evil Add 1d6 points of sacred damage when smiting evil Bardic music, inspire competence, Increase bardic music effects Perform 6 ranks Bardic music, Perform 6 ranks Bardic music improves the attitudes of animals Caster 5th Swap one prepared spell for another spell on spell list Wis 11 +3 on saves against psionics Cha 13 Use Diplomacy to influence undead — Follow person's trail in urban environment Ability to spontaneously cast +2 deflection bonus to AC, add spells to spell list, add summon nature's ally Climb and Jump as class skills Martial Weapon Proficiency Treat longsword), Weapon Focus (longsword), flurry of blowsltem Creation Feats Prerequisites BenefitAttune Magic WeaponBind Elemental Craft Magic Arms and Armor. caster 5th +1 bonus on attacks and damage with magic weaponExceptional Artisan2Extra Rings Craft Wondrous Item, caster 9th Create bound-elemental itemsExtraordinary Artisan2Legendary Artisan2Legendary Artisan2 Any item creation feat Reduce time for item creation by 25% Wand Mastery Forge Ring, caster 12th Wear and use up to four rings Any item creation feat Reduce gp cost for item creation by 25% Any item creation by 25% Craft Wand, caster 9th Increase DC and effective caster level of wands by 2Shifter Feats Prerequisites BenefitBeasthide Elite Shifter with beasthide trait Natural armor bonus increases to +4Cliffwalk Elite Shifter with cliffwalk trait Climb speed improves by 10 feet while shifter feats Select a second shifter traitGreat Bite Shifter with longtooth trait, Improve critical multiplier to ×3 +6 base attack bonusGreat Rend Shifter with razorclaw trait. Deal 1d4 + 1/2 Str mod extra damage when +4 base attack bonus both claw attacks hitHealing Factor Shifter. Con 13 Heal when shifting endsLongstride Elite Shifter with longstride trait Base land speed improves by 10 feet while shifting Shifter Defense Shifter. two other shifter feats DR 2/silver while shifting Shifter, Shifter Defense, DR 4/silver while shifting Greater Shifter three other shifter feats Defense Shifter, Wis 13 Fight without penalty while disabled or dying Shifter with longtooth or razorclaw Reduce secondary attack penalty with natural weapon to – 2Shifter Ferocity trait, base attack bonus +6Shifter MultiattackWarforged Feats Prerequisites BenefitAdamantine Body Warforged, 1st level only Armor bonus +8, DR 2/adamantineImproved Damage Warforged Gain DR 1/adamantine or improve existing DR by 1 Reduction 2 Warforged, base attack bonus +6 Immunity to critical hits and sneak attacksImproved Fortification Warforged, 1st level only Armor bonus +5 Mithral Body Increase max Dexterity bonus by 1, reduce armor check penalties by 1 Mithral Fluidity 2 You can gain this feat multiple times. Its effects stack.1 You may only select this feat as a 1st-level character.3 A fighter may select this feat as one of his fighter bonus feats. 49HEROIC CHARACTERISTICS ability check, or a saving throw, you roll d8s ASHBOUND [GENERAL] instead of d6s and add the result to the d20 roll. You have been trained in the druidic traditions of the ACTION SURGE [GENERAL] Ashbound, seeing yourself as one of nature's avengers. You consider the use of arcane magic to be a vile and By spending 2 action points, you can perform an addi- unnatural act, tional action in a round. Prereguisite: Ability to spontaneously cast summon Prerequisite: Base attack bonus +3. nature's ally. Benefit: You can spend 2 action points to take an extra move action or standard action in a round, either Benefit: The duration of your summon nature's ally spells before or after your regular actions. is doubled. Creatures summoned by those spells receive a +3 luck bonus on their attack rolls. ADAMANTINE BODY [WARFORGED] ATTUNE MAGIC WEAPON At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formi- [ITEM CREATION] dable protective armor and some damage reduction. Through your study of magic weapons, you have become Prerequisites: Warforged, 1st level only. adept at eking every advantage out of their enchanted Benefit: Your armor bonus is increased to +8 and you qualities. gain damage reduction 2/adamantine. However, your base land speed is reduced to 20 feet, and you are considered to Prerequisites: Craft Magic Arms and Armor, caster be wearing heavy armor. You have a +1 maximum Dexter- level 5th. ity bonus to AC, a –5 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Benefit: When you

wield a magic weapon, you gain a Hide, Jump, Move Silently, Sleight of Hand, Swim, and +1 insight bonus on attack rolls and damage rolls. Tumble), and an arcane spell failure chance of 35%. Normal: Without this feat, your warforged character Special: You must spend 24 hours with a newly has an armor bonus of +2. acquired weapon before you can gain this benefit when Special: Unlike most feats, this feat must be taken at 1st wielding it. level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's BEAST SHAPE [GENERAL] supernatural or spell-like class features. Warforged char- acters with this feat do not gain the benefit of any class You call upon the power of your beast totem to physically change your form. feature prohibited to a charac- ter wearing heavy armor. Prerequisites: Wild empathy class feature, Beast Totem, ability to wild shape into Huge animal. Action Surge Benefit: You can use your wild shape ability to assume the form of your beast totem once per day. You gain the extraor- dinary and supernatural abilities of the creature. SW50This form is in addition to your normal wild shape ability, CHILD OF WINTER [GENERAL] HEROIC CHARACTERISTICSbut functions in the same way. You are trained in the druidic traditions of the ChildrenBEAST TOTEM [GENERAL] of Winter, an Eldeen Reaches sect that embraces death and decay. In the druidic custom of your people, you have claimed akind of magical beast as your totem -a patron, protector, Prerequisites: Ability to spontaneously cast summonand source of strength. nature's ally, nongood alignment. Prerequisite: Wild empathy class feature. Benefit: You can use any druid spell that normally Benefit: Choose one of the magical beasts on the targets animals against vermin as well. A mindless vermintable below. You gain a +4 circumstance bonus on saving is considered to have an Intelligence score of 2 when deal-throws against the specified attack form, thanks to the ing with you and can be charmed, calmed, or targeted by protection afforded by your connection with your magi- wild empathy or similar abilities.cal beast totem. In addition, you can use your summon nature's ally spellsMagical Beast Attack Form to summon vermin. Add the following monsters to the listChimera breath weapons of creatures you can summon using the appropriate summonDigester acid nature's ally spell.Displacer beast targeted spellsGorgon petrification 1st LevelKrenshar fear Monstrous centipede, MediumUnicorn poison Monstrous spider, SmallYrthak sonic 2nd LevelBEASTHIDE ELITE [SHIFTER] Giant ant, worker Monstrous centipede, LargeYour shifter trait improves. Monstrous scorpion, Medium Prerequisite: Shifter with the beasthide trait. Monstrous spider, Medium Benefit: While shifter has a Giant ant, gueen Giant ant, gueen Giant ant, soldiernatural armor bonus of +2 while shifting. Monstrous centipede, Huge Monstrous spider, LargeBIND ELEMENTAL [ITEM CREATION] 4th LevelYou can craft magic items that use bound elementals for Giant praying mantisspecial effects, including weapons, armor, airships, and Giant waspelemental galleons. Locust swarm Monstrous scorpion, Large Prerequisites: Craft Wondrous Item, caster level 9th. Benefit: Crafting an item with a bound elemental is 5th Levelsimilar to making a wondrous item, except that calling Centipede swarmand binding an elemental is an integral part of creating Carrion crawlerthe item. All bound-elemental items have a planar bind- Giant stag beetleing spell as a prerequisite, but simply casting the spellas part of the item creation is not sufficient. You must 6th Levelcast the spell normally, using the item that is to hold the Monstrous centipede, Gargantuanelemental and a Khyber dragonshard as a receptacle. Monstrous scorpion. HugeThe elemental receives its normal saving throw to resist. While the elemental resides in the receptacle, you must 7th Levelcompel it to accept bondage in the item by making an Hellwasp swarmopposed Charisma check, as specified in the lesser planar Monstrous spider, Gargantuanbinding spell description. If you are an artificer, this feat allows you to cast a 8th Levelplanar binding spell by successfully emulating it with a Use Monstrous centipede, ColossalMagic Device check (DC 20 + caster level), but only when Monstrous scorpion, Gargantuanyou attempt to craft a bound-elemental item. In this case, your effective caster level equals your Use Magic Device 9th Levelcheck result -20 for the purpose of opposing the elemen- Monstrous scorpion, Colossaltal's attempts to escape. Monstrous spider, Colossal See pages 265-267 for examples of bound-elementalitems and vessels. 51HEROIC CHARACTERISTICS CLIFFWALK ELITE [SHIFTER] ECCLESIARCH [GENERAL] Your shifter trait improves. You command a degree of respect in your church's Prerequisites: Shifter with the cliffwalk trait. hierarchy. Benefit: While shifting, your climb speed improves Prerequisite: Knowledge (religion) 6 ranks. by 10 feet. This improvement stacks with the increase for Benefit: Add Gather Information and Knowledge the cliffwalk trait, for a total increase of 30 feet. (local) to your list of class skills. This benefit represents your ability to learn details about any community from the DOUBLE STEEL STRIKE [GENERAL] clergy of its churches. In addition, if you take the Leadership feat, you gain Through monastic weapon training, you have mastered a a +2 bonus to your Leadership score. fighting style that makes use of an unusual monk weapon: the two-bladed sword. EDUCATION [GENERAL] Prerequisites: Exotic Weapon Proficiency (two-bladed Some lands hold the pen in higher regard than the sword), Weapon Focus (two-bladed sword), flurry of blows In your youth, you received the benefit of several years class feature. of formal schooling. Benefit: You can treat a two-bladed sword as a special Prerequisite: 1st level only, monk weapon, allowing you to perform a flurry of blows Benefit: All Knowledge skills for you, with it. You get a +1 bonus on all checks with any two Knowledge skills of your choice. DRAGON RAGE [GENERAL] EXCEPTIONAL ARTISAN You call upon the power of your dragon totem to enhance your barbarian rage. [ITEM CREATION] Prerequisites: Base attack bonus +4, Dragon Totem, You are an expert at creating magic items faster than usual. ability to rage or frenzy, region of origin Argonnessen. Prerequisites: Any item creation feat. Benefit: When determining the time you need to Benefit: When you enter a rage or frenzy, your natu- ral armor bonus improves by +2. craft any item, reduce the base time by 25%. In addition, for the duration of your rage or frenzy EXTEND RAGE [GENERAL] you gain resistance 10 to the energy type associated with your dragon totem (total resistance 15 while raging). You are able to maintain your rage longer than most. Prerequisites: Ability to rage or frenzy. DRAGON TOTEM [GENERAL] Benefit: Each of your rages lasts 5 rounds longer than As a proud warrior of the barbarian tribes of Argonnessen its normal duration. and Seren, you have claimed one of the true dragon types as your totem—a patron, protector, and source of strength. EXTRA MUSIC [GENERAL] Prerequisites: Base attack bonus +1, region of origin You can use your bardic music more often than you other- Argonnessen or Seren, wise could. Benefit: Choose one kind of true dragon as your Prerequisites: Bardic music class feature, totem. You gain resistance 5 to the type of energy associ- Benefit: You can use bardic music four extra times ated with it. per day. Normal: A bard without the Extra Music feat can Dragon Energy Dragon Energy use bardic music a number of times per day equal to his Black Acid Gold Fire bard level. Blue Electricity Green Acid Special: A character can gain this feat multiple times. Brass Fire Red Fire Bronze Electricity Silver Cold Copper Acid White Cold STARTING CHARACTERS AND DRAGONMARKED HOUSES It is possible to be a member of a dragonmarked house if you do not take a dragonmark feat or the Favored in without having the Favored in House feat or one of the House feat at 1st level. Your character might experience dragonmark feats (Least, Lesser, or Greater)—in fact, large a turn of fortune later on that puts him in a better posi- numbers of NPCs fit that description. These feats repre- tion within his house, granting him the ability to call sent having some power and influence in the house or the in a favor. On the other hand, it is also possible for a potential for manifesting an actual dragonmark, character to discover his connection to a house later in life—perhaps even at the same time that a latent dragon- Your DM might require you to declare your mark manifests, attachment to a house when you create a character. even52EXTRA SHIFTER TRAIT [SHIFTER] The DM will carefully monitor Mark of HEROIC CHARACTERISTICS your use of favors to ensure that you HandlingYou manifest a second shifter trait while shifting. don't abuse this ability. The success Prerequisites: Shifter, two other shifter feats. or failure of a mission shouldn't Least Benefit: Select a second shifter trait from those hinge on the use of a favor, and Lesser calling in favors shouldn't replacedescribed in the shifter race description (see page 18). You good roleplaying or the use of other Greatermanifest all the benefits of the second trait except for the skills. The DM may disallow any Siberystemporary bonus to an ability score. favor he or she deems disruptive to the campaign.EXTRA RINGS [ITEM CREATION] FLENSING STRIKEYour familiarity with forging magic rings allows you tomake use of more rings than normal. [GENERAL] Prerequisites Forge Ring, caster level 12th. You have studied a martial style Benefit: You can wear up to four magic rings, two on practiced by monks devoted each hand, and all function normally, to the Mockery, which has Normal: Without this feat, you can only wear and use taught you to cut yourtwo magic rings at one time. opponent's skin in a very painful way.EXTRAORDINARY ARTISAN Prerequisites: Exotic[ITEM CREATION] Weapon Focus (kama), Weapon Focus (kama), You are an expert at creating magic items at a lower costthan usual. Benefit: Using Flens- ing Strike is a full-round Prerequisite: Any item creation feat. action. Make an attack roll Benefit: When determining the gold piece cost in raw with your kama. If you hitmaterials you need to craft any item, reduce the base price a living, corporeal foe, thatby 25%. creature must make a For- titude saving throw (DC 10 +FAVORED IN HOUSE) [GENERAL] 1/2 your character level + your Wis modifier), in addition to takingYou are a member of one of the dragonmarked mercantile damage normally. The DChouses and wield some influence in that house. is increased by 2 if you are wielding two kamas Prerequisite: Member of appropriate dragonmarked (creatures wielding morerace and house. than two kamas gain no additional bonuses). Benefit: Your family is influential and powerful, and The target adds his nat-you have the ability to call in favors from other members ural armor bonus, if any, of your family and their extensive contacts. By making a as a bonus on this savingfavor check (see below), you can call upon contacts to gain throw. A target thatimportant information without going through the time fails the saving throwand trouble of a Gather Information check. Favors can also is wracked with pain, be used to acquire the loan of equipment or documents receiving a -4 penalty onfrom influential acquaintances. attack rolls, saves, and checks for 1 minute. Constructs, oozes, plants, To call in a favor, you make a favor check. Roll a d20 undead, incorporeal creatures, and add a bonus based on your character level: +1 at 1st-2nd creatures immune to extra damagelevel, +2 at 3rd-6th level, +3 at 7th-11th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, or +5 at 16th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, +4 at 12th- from critical hits, and creatures15th level, +4 at 12th- from critical hits, and creatures15th level, or +5 at 16th level, +4 at 12th- from critical hits, and creatures15th level, +4 at 12 10 for a simple favor to as high as 25 for highly this feat.dangerous, expensive, or illegal favors. You can't take 10or take 20 on this check for Special: An evilthe same (or virtually the same) favor. Favors should help monk may selectadvance the plot of an adventure. A favor that would enable Flensing Strike as ayou to circumvent an adventure will always be unavailable bonus feat at 2nd orto you, regardless of the result of a favor check. 6th level if she meets the prerequisites. You can try to call in a favor a number of times perweek equal to one-half your character level, roundeddown (minimum one). You can never ask for more than one favor from any one contact in a given week. For instance, at 7th level you can try to call in a favoras many as three times per week, but each attempt mustinvolve a different contact from among those associated with your mercantile house. 53HEROIC CHARACTERISTICS Mark of GATEKEEPER INITIATE Benefit: You gain a greater dragonmark and the use Healing of one spell-like ability associated with the greater dragonmarks). In addition, you can use Lesser You have been trained in the ancient your least and lesser dragonmark spell-like abilities one druidic traditional time per day. founded originally to ward off an extra-planar assault by aberrations. A saving throw against one of your dragonmark spell- Prerequisite: Ability to spontaneously like abilities has a DC of 10 + the level of the spell + your cast summon nature's ally. Cha modifier. Benefit: You get a +2 bonus on saving throws against the supernatural and spell- Your caster level for your dragonmark spell-like abilities of aberrations. ties increases to 10 + your level in the dragonmark heir Add Knowledge (the planes) to your list of prestige class (if any). druid class skills. You may use Knowledge (the planes) rather than Knowledge (dungeoneer- GREATER POWERFUL CHARGE ing) when making skill checks to identify aberrations and their special abilities. [GENERAL] In addition, you can cast the following You can charge with extra force. spells as if they were on the druid spell Prerequisites: Medium or larger size, Powerful list at the indicated level. Charge, base attack bonus +4. 1st level: protection from evil Benefit: As Powerful Charge, but treat yourself as one 2nd level: zone of natural purity* 3rd level: dimensional anchor size category larger than you are. 4th level: han you are. 4th level: banishment 6th level: dimensional lock as one of his fighter bonus feats. 7th level: return to nature* 8th level: mind blank GREATER SHIFTER DEFENSE 9th level: imprisonment [SHIFTER] * New spell, see Chapter 5: Magic. By delving deeper into your shifter heritage, you develop Greater GREAT BITE [SHIFTER] the ability to ignore some damage from every attack. You know how to hit where it hurts with Prerequisites: Shifter, Shifter Defense, three other your fangs. shifter feats. Prerequisites: Shifter with the long- tooth trait, +6 base attack bonus. Benefit: When shifting, your damage reduction Benefit: Your fang attacks now have a improves to DR 4/silver. critical hit multiplier of ×3. Normal: Without this feat, your fang GREENSINGER INITIATE [GENERAL] attacks have a multiplier of ×2. You have embraced the druidic traditions of the Green- GREAT REND [SHIFTER] singers, a chaotic Eldeen Reaches sect with close ties to the fey. You know how to hit where it hurts with your claws. Prereguisites: Ability to spontaneously cast summon nature's ally. Prereguisites: Shifter with the razor- claw trait, +4 base attack bonus. Benefit: Add Bluff, Hide, and Perform to your list of druid class skills. Benefit: If you hit with both of your claw attacks in a round, you deal extra In addition, you can cast the following spells as if they damage equal to 1d4 + 1/2 your Str were on the druid spell list at the indicated level: charm person every four character levels you have. 2nd level: daze monster 3rd level: displacement GREATER DRAGON- 4th level: charm monster 5th level: hold monster MARK [GENERAL] 6th level: cat's grace, mass 7th level: ethereal jaunt You have a greater dragonmark. 8th level: ethereal jaunt You have a greater dragonmark. 8th level: cat's grace, mass 7th level: ethereal jaunt You have a greater dragonmark. 8th Dragonmark, Lesser Dragonmark, 12 ranks in any two skills. You can use your music to inspire fear. Prereguisites: Bardic music class feature, Perform 9 ranks. Benefit: When you sing or use some other Perform skill, you can unnerve enemies within 30 feet of you. Any Siberys54 opponent in range must succeed on a Will saving throw one step, as if the creature's size had Mark of HEROIC CHARACTERISTICS (DC 10 + 1/2 your bard level + your Cha modifier) or increased by one category. To deter-Hospitalitybecome shaken for a number of rounds equal to your mine the amount of the increase, ranks in the Perform skill. This is a mind-affecting find the natural weapon's damage on Leastfear effect. one of the two progressions given Lesser below and improve it to the next Greater Special: Using this ability counts as one of your daily higher die value. Siberysuses of bardic music. Progression 1: 1d2, 1d3, 1d4, 1d6, HEALING FACTOR [SHIFTER] 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. When your current period of shifting ends, you heal a Progression 2: 1d10, 2d8, 3d8, 4d8, limited amount of damage. 6d8, 8d8, 12d8. Prerequisites: Shifter, Constitution 13. Special: A creature can gain Benefit: When you stop vou immediately this feat multiple times. Each time aheal a number of hit points equal to your character level. creature takes the feat, the damageThis benefit does not occur if you die (at -10 hit points) for a different one of its naturalbefore the period of shifting ends. attacks increases.HEROIC SPIRIT [GENERAL] Special: A shifter may select Improved Natural AttackYou have a larger reservoir of luck than the average hero. as a shifter feat. For a longtooth Benefit: Your action point maximum per level is shifter, the damage his fangs deal increases from 1d6 to 1d8. Forincreased by 3. Thus, you now gain a number of action a razorclaw shifter, the damagepoints equal to 8 + 1/2 your character level at each new level his claws deal increases fromyou attain. This number also represents the total number 1d4 to 1d6.of action points you can have at each level. INVESTIGATE Normal: Without this feat, player characters receiveand are limited to action points equal to 5 + 1/2 their [GENERAL]character level at each new level they attain. You can use the Search skill to find Special: NPCs normally do not have action points. By and analyze clues at the scenetaking this feat, an NPC gains and can use 3 action points of a crime or a mystery.every level. Benefit: This featIMPROVED DAMAGE REDUCTION expands the way you can use the Search skill[WARFORGED] by allowing you to notice and analyze available cluesYou gain damage reduction or improve your existing in a specific area. This usedamage reduction. of the Search skill is a full- round action. Clues are Prerequisite: Warforged, pieces of evidence that lead Benefit: You gain damage reduction by 1. Clues are physical and can be Special: If you have the Adamantine Body feat. vou seen, heard, touched, smelled, can take this feat multiple times. or tasted. A clue stands out because it's not a normal featureIMPROVED FORTIFICATION of the area being searched. Examples of clues include a[WARFORGED] trampled flower- bed, a broken urn, You improve your warforged fortification, gaining immu- a pin snapped offnity to sneak attacks and extra damage from critical hits. in a lock, a torn strip of cloak, a Prerequisites: Warforged, base attack bonus +6. burnt scrap of scroll, Benefit: You gain immunity to sneak attacks and or a brooch clutched in a deadextra damage from critical hits, but you lose the ability to man's fist be healed by spells of the healing subschool. Add the following task to the IMPROVED NATURAL ATTACK list provided in the Player's Handbook description of [GENERAL] the Search skill. One of a creature's natural attacks is more dangerous thanits type and size would otherwise indicate. Prerequisites: Natural weapon, base attack bonus +4. Benefit: Choose one of the creature's natural weapon increases by 55Task Search DC It bears the symbol of House Cannith, but the brooch isn't of the guality that a house noble would normally wear. HEROIC CHARACTERISTICS Find a clue 10 These true and objective facts are now left for the investi- gator to consider and follow up on. So, in addition to using Search to find a certain item, notice a secret door, or find a footprint, you have the addi- If the check fails, the DM provides analysis of the tional training and experience necessary to find clues of clue that sounds plausible but is actually flawed in some all sorts. Modify the Search DC according to the nature manner. For example, a flawed analysis of the major clue of the scene being examined, as indicated below. (This discussed above would reveal only that the brooch bears function of the Search skill doesn't reveal clues when there the symbol of House Cannith. are no clues to find.) Even a successful analysis won't reveal the actual Scene Condition Search DC Modifier authenticity of a clue. False clues planted at a scene could provide truthful and objective data that leads an investiga- Undisturbed +0 tor in the wrong direction. (The scene has not been touched or contaminated in any way.) Generally, investigating a scene a second time doesn't add new insight unless another clue is discovered. You can Disturbed +5 take 10 when making a Search check to find a clue, but you can't take 20. (Someone or something has slightly and perhaps unintentionally contami- Synergy: If you have 5 or more ranks in an appropri- nated the scene; for example, a book was picked up and put back or a guard walked ate Knowledge skill, you get a +2 bonus on Search checks to find or analyze clues, cautiously across the area.) KNIGHT TRAINING [GENERAL] Greatly disturbed +10 You are part of a knightly order that combines the divine (Someone or something has massively and intentionally contaminated calling of the paladin class with another form of training. the scene; for example, the area has been cleaned and scrubbed, or the area was Benefit: Pick one class. Taking levels in this class does not prevent you from taking paladin levels. If you intentionally disturbed after the primary event occurred.) take levels in any other class, you lose your ability to progress as a paladin as usual. If the selected class also has When a successful Search check turns up a clue, you can restricted advancement, such as the monk class, taking make a second check to discern patterns, analyze evidence. paladin levels does not prevent you from advancing in and draw conclusions about what occurred in a specific that class. area. In other words, the first Search check lets you find something, and the second check allows you to figure out LEAST DRAGONMARK [GENERAL] what you've found. You have a least dragonmark. You can make a DC 15 Search check to analyze a clue. Prerequisite: Member of appropriate dragonmarked By examining a body, you might determine whether the victim fought back or provided no struggle at all, or if race and house. claws, a weapon, or a spell killed the victim. By looking at a Benefit: You gain a least dragonmark and the use scorch mark on a wall, you might approximate the location of the spell-like ability associated with the least dragon- mark of your house (see the next section of this chapter The DC for the check is modified by the time that for information on dragonmarks). has elapsed since the event occurred and how significant the clue is, as indicated below. All other rules concerning A saving throw against your dragonmark spell-like the Search skill otherwise apply. ability has a DC of 10 + the level of the spell + your Cha modifier. Circumstance (example) DC Modifier Your caster level for your least dragonmark spell-like Each day past since event +2 ability is 1 + your level in the dragonmark heir prestige class (if any). (Maximum modifier +10) LEGENDARY ARTISAN Minor clue +0 [ITEM CREATION] (Provides only a piece of the solution to a puzzle and requires additional You have mastered the method of creating magic items. data for the investigator to reach a conclusion.) Prerequisite: Any item creation feat. Benefit: When determining your XP cost for creating Moderate clue +2 any magic item, reduce the base cost by 25%. (Provides significant data toward the solution of a puzzle and could lead LESSER DRAGONMARK [GENERAL] to a conclusion without additional data.) You have a lesser dragonmark. Major clue +5 Prerequisites: Member of appropriate dragon- (Provides everything an investigator needs to solve a puzzle, even if the marked race and house, Least Dragonmark, 9 ranks in any two skills, solution isn't immediately obvious.) The DM should secretly make the second Search check to analyze a clue. If the check succeeds, the DM provides a truthful, objective analysis of the clue that can help the investigator reach a reasonable and logical conclusion. For example, analyzing a brooch clutched in the hand of a murdered dwarf (a major clue) reveals that it was torn from a blue cloak or tunic (it bears strands of a blue material).56Benefit: You gain a lesser dragonmark and the use of levels does not prevent you from advancing in Mark of HEROIC CHARACTERISTICS one spell-like ability associated with the lesser dragonmark of that class. Makingyour house (see the next section of this chapter for informa-tion on dragonmarks). In addition, you can use your least Special: A monk can take this featdragonmark spell-like ability one additional time per day. as his bonus feat at 1st, 2nd, or 6th level. A saving throw against one of your dragonmark spell-like abilities has a DC of 10 + the level of the spell + your MUSIC OF GROWTH LeastCha modifier. [GENERAL] Your caster level for your dragonmark spell-likeabilities increases to 6 + your level in the dragonmark Your music can enhance the power ofheir prestige class (if any). animals and plant creatures.LONGSTRIDE ELITE [SHIFTER] Prerequisites: Bardic music class feature, Perform 12 ranks. Your shifter trait improves. Prerequisite: Shifter with the longstride trait. Benefit: By singing or playing music, Benefit: While shifting, your base land speed improves you grant a +4 enhancement bonus to the Strength and Constitution scores of everyby 10 feet. This improvement stacks with the increase for creature of the animal or plant typethe longstride trait, for a total increase of 20 feet. within 30 feet of you. This bonus lasts only as long as you continueMITHRAL BODY [WARFORGED] performing. A warforged character's body can be crafted with a layer Special: Using this ability countsof mithral that provides some protection without hin- as one of your daily uses of bardicdering speed or gracefulness. music. Prereguisites: Warforged, 1st level only. MUSIC OF MAKING Lesser Benefit: Your armor bonus is increased to +5, and Greateryou are considered to be wearing light armor. You now [GENERAL]have a +5 maximum Dexterity bonus to AC, a -2 penaltyon all skill checks that armor check penalties apply to (Bal- Echoing the music of creation, your own perfor-ance, Climb, Escape Artist, Hide, Jump, Move Silently, mance enhances any process of creation. Sleight of Hand, Swim, and Tumble), and an arcane spellfailure chance of 15%. Prereguisites: Bardic music class Normal: Without this feat, your warforged character feature, Perform 9 ranks has an armor bonus of +2. Special: Unlike most feats, this feat must be taken at Benefit: If you sing or other-1st level, during character creation. Warforged druids who wise perform as part of the castingtake this feat cannot cast druid spells or use any of their of a conjuration (creation) spell, thedruid supernatural or spell-like class abilities. Warforged duration of the spell is doubled (as ifcharacters with this feat do not gain the benefit of any class the Extend Spell feat had been appliedfeature prohibited to a character wearing light armor. to it, but without increasing the spell's effective level). Spells withMITHRAL FLUIDITY [WARFORGED] an instantaneous duration are not affected. If you perform while usingYour movements are smoother and more fluid than those any Craft skill, you gain a +4 sacredof other warforged. bonus on your Craft check. Prereguisites: Warforged, Mithral Body. Special: Using this ability counts as Benefits: The maximum Dexterity bonus a warforged one of your daily uses of bardic music.with the Mithral Body feat can apply to Armor Class isincreased by 1. In addition, the armor check penalties to POWERFUL CHARGEBalance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks are reduced by 1. [GENERAL] Special: This feat can be taken multiple times. However, armor check penalties cannot be reduced to less than +0. You can charge with extra force. Prerequisites: Medium or largerMONASTIC TRAINING [GENERAL] size, base attack bonus +1. You are part of an order that combines the monastic disci- Benefit: When you charge, if yourpline of the monk class with another form of training. melee attack hits, you deal an extra 1d8 Benefit: Pick one class. Taking levels in this class points of damage (if you aredoes not prevent you from taking monk levels. If you take Medium size). For Largelevels in any other class, you lose your ability to progress creatures, the extra dam-as a monk as usual. If the selected class also has restricted age is 2d6; for Huge, advancement, such as the paladin class, taking monk 3d6; for Gargan- tuan, 4d6; and for Colossal, 6d6. Siberys 57HEROIC CHARACTERISTICS This feat only works when you make a charge. It does Benefit: You gain 1 temporary action point while not work when you are mounted. If you have the ability to raging. If you don't use this action point during your make multiple attacks after a charge, you may only apply rage, it disappears when your rage ends. this extra damage to one of those attacks. RECOGNIZE IMPOSTOR [GENERAL] Special: A fighter may select Powerful Charge as one of his fighter bonus feats. You are extremely skilled at spotting impostors. Prerequisites: Sense Motive 3 ranks, Spot 3 ranks, PRECISE SWING [GENERAL] Benefit: You receive a +4 bonus on Spot checks to You can ignore most obstacles when making a melee attack oppose Disguise checks and on Sense Motive checks to against an opponent. oppose Bluff checks. Prerequisite: Base attack bonus +5. REPEL ABERRATION [GENERAL] Benefit: You ignore all effects of cover (but not total cover) when making a melee attack, including a melee Your Gatekeeper training allows you to keep aberrations attack with a reach weapon. at bay. PURSUE [GENERAL] Prerequisites: Druid level 3rd, Gatekeeper Initiate. Benefit: You can ward off creatures of the aberra- You have the ability to follow in an opponent's wake. tion type. You make a Charisma check and consult Table Prereguisite: Combat Reflexes. 8–9: Turning Undead on page 159 of the Player's Handbook, Benefit: In combat, when an opponent in an adjacent using your druid level to determine the most powerful aberration you can affect. This ability works only against square takes a single 5-foot step to a square that you do not aberrations within 60 feet of you. You then roll 2d6 and threaten, you can spend 1 action point to move into the add your druid level + your Cha modifier to determine square the opponent just left. This movement occurs after your turning damage. the 5-foot step but before any other actions, and it does An affected aberration is held at bay, unable to move not provoke attacks of opportunity. toward you for as long as you maintain concentration? actions are not otherwise restricted: It can RAGING LUCK [GENERAL] fight other creatures, use its supernatural or spell-like abilities, and attack you with ranged weapons. If you move When raging, you have a greater ability to alter your luck closer to it, nothing happens. (The creature is not forced than most others do. Prerequisite: Ability to rage or frenzy. Raging Luckback.) The creature is free to make melee attacks against Complexity Mark of you if you come within reach. If a warded aberration moves Passageaway from you and then tries to turn back toward you, it of Code DC Needed HEROIC CHARACTERISTICScan't move any closer. Basic 10 1d4 hours You can use this ability a number of times per dayequal to 3 + your Cha modifier. The Extra Turning feat Simple 15 1d4+1 hoursgrants you extra uses of this ability. Moderate 20 1d4+2 hoursRESEARCH [GENERAL] Complex 30 1d4+4 hoursYou can use your Knowledge skills to extract informa-tion from books, scrolls, and other repositories of facts On any successful check, the higher Leastand figures. the result, the better and more com- Lesser plete the information you glean. If Benefit: This feat expands the way you can use the you start out seeking a specific fact, Knowledge skills. It allows you to use a Knowledge skill date, map, or similar bit of infor-to navigate a library, an office filing system, a chronicler's mation, the DM might increaserepository, or a church's records storage cell in order to the DC by as little as +5 or asdiscover information. You must be able to read the lan- much as +15.guage the texts are written in to research them. You can retry a Knowledge Research a Topic: Given enough time (usually 1d4 hours, check made to perform research, though if the material you areof material you're examining) and a successful DC 10 skill examining doesn't containcheck, you gain a general understanding of the topic you're the data you seek, you can'tresearching. This assumes the information you are seeking find it. You can take 10 exists within the collection of materials you are research- or take 20 when makinging. The higher the check result, the better and more a Knowledge check todetailed the information (to the extent available within research a topic or exam-the source material). ine records. This use of the Knowledge skill takes a minimum When you want to find out specific information on of 1d4 hours a specific topic, you must first find a library with tomesrelating to that topic. The quality of the library or collec- RIGHT OF COUNSELtion can provide a circumstance bonus on your Knowledgecheck when performing research. [GENERAL] General-purpose libraries (such as those found in You have the legal and sacralsome wealthy households, small churches, or towns) con-tain basic information on a variety of topics and provide a right to seek advice from+1 circumstance bonus. one of your ancestors, a A library devoted to a specific topic (usually ownedby churches or organizations devoted to specific pursuits) deathless elf in Aerenal'sprovides a +2 circumstance bonus on Knowledge checksrelated to its topic. City of the Dead. Comprehensive collections are harder to find, but Prerequisite: Elf.they provide a +4 circumstance bonus. Such collectionsreside with large churches, in some larger cities, in some Benefit: By virtueorganizations and institutions, at Morgrave University, and in major chronicle offices. of your hereditary place Even rarer and harder to gain access to are master in your family, you arecollections, which provide a +6 circumstance bonus. Master collections are found in a few dragonmarked house allowed to enter the Cityenclaves, one or two royal libraries, and in the libraryat Korranberg. of the Dead and seek advice Examine Records: Examining books or records to get a from a deathless ancestor who Greatergeneral sense of what's in them takes time, skill, and someluck. Find a stack of ledgers in the alchemist's lab? Dis- resides there. Generally, your ancestor iscover records in the crime lord's hideout? Locate the filespertaining to taxes collected in the city? To get a general an undying councilor (see page 301). Ifsense of the information contained therein and whether ornot you can use it, you must make a research check using you physically present your-the most appropriate Knowledge skill. The DC dependson the complexity of the code or filing system used. self before your ancestor, you can gain one of the following benefits. • The ancestor uses one of its spell- like abilities, such as dispel Siberys evil, dispel magic, or heal, on your behalf. • The ancestor answers your ques- tions about matters within its experience and learning, up to the limits of its own knowledge. 59HEROIC CHARACTERISTICS Mark of • The ancestor seeks supernatural knowl- Normal: Without this feat, your secondary attack with Scribing a natural weapon takes a -5 penalty. edge on your behalf, providing answers to questions equivalent to a commune spell SILVER SMITE [GENERAL] with your level as the caster level and no XP cost. You wield the power of the Silver Flame to smite evil. Prerequisites: Follower of the Silver Flame, smite Least The deathless ancestors in the City of the Dead grow impatient with frequent inter- evil ability, ruption, and thus they refuse to assist you more Benefit: When you use your smite evil ability, you than once per month. Normal: The elves guard the City of deal an extra 1d6 points of sacred damage to the oppothe Dead with religious devotion, preventing nent you smite. The fire is silvery in appearance but does anyone from entering who is not entitled to visit not burn. the ancestors. SONG OF THE HEART [GENERAL] Lesser SERPENT STRIKE Your bardic music reaches the depths of its listeners' [GENERAL] hearts. Through monastic weapon training, Prerequisites: Bardic music class feature, inspire you have mastered a fighting style that competence ability, Perform 6 ranks. makes use of an unusual monk weapon: the longspear. Benefit: When you use inspire courage, inspire competence, inspire greatness, or inspire heroics, any Prerequisites: Simple Weapon Profi- bonus granted by your music increases by +1. Thus, ciency (long- a 15th-level bard with this feat grants his allies a +4 spear), flurry of blows class feature. bonus on attack rolls, damage rolls, and saving throws against fear when he uses inspire courage, rather than Benefit: You can treat a longspear as a the +3 he would normally grant. If he uses inspire special monk weapon, allowing you to perform greatness, the same bard grants up to three allies 3 bonus a flurry of blows with it. Hit Dice, a +3 bonus on attack rolls, and a +2 bonus on Fortitude saves. SHIFTER DEFENSE [SHIFTER] Also, when you use fascinate, suggestion, or mass the Haunting Melody feat, the saving Prerequisites: Shifter, two other throw DC for that effect also increases by 1. If you have shifter feats, the bonus bestowed by that feat Benefit: While shifting, you gain dam- increases to +6. If you have the Music of Making feat, the age reduction 2/silver. bonus on Craft checks bestowed by that feat increases to +6. If you have the Soothe the Beast feat, you gain a +2 SHIFTER FEROCITY circumstance bonus on your Perform check to improve the attitude of an animal or magical beast. Greater [SHIFTER] SOOTHE THE BEAST [GENERAL] You are a tenacious combatant, continuing to fight when others would succumb to pain Echoing the music class feature, wisdom 13. Benefit: While shifting, you continue to fight Prerequisites: Bardic music class feature, Perform without penalty if you are disabled or dying. 6 ranks. SHIFTER MULTIATTACK Benefit: You gain an ability similar to the wild empa- thy ability of a druid or ranger. Your music can improve [SHIFTER] the attitude of an animal. You make a Perform check instead of a Diplomacy check and use the result to deter- You are adept at using your natural mine the animal's new attitude. The typical domesticated attack in conjunction with another animal has a starting attitude of indifferent, while wild weapon, animals are usually unfriendly. Prerequisites: Shifter with the To use this ability, you must be within 30 feet of the longtooth or razorclaw trait, base attack animal. The check takes 1 minute, but it might take longer bonus +6. to actually influence the animal. Benefit: Your secondary attack You can also use this ability to influence a magical with a natural weapon takes only a –2 beast with an Intelligence score of 1 or 2, but you take a penalty. -4 penalty on the check. Special: Using this ability counts as one of your daily uses of bardic music.60 SiberysSPONTANEOUS CASTING The totem companion has all the normal abilities of a typical creature of its kind, as well as the characteristics[GENERAL] of an animal companion determined by your druid or HEROIC CHARACTERISTICS ranger level. You can swap a prepared spell on the fly. Prerequisite: Caster level 5th. UNDEAD EMPATHY [GENERAL] Benefit: You can exchange a spell you have prepared You are adept at communicating with and influencingfor another spell on your spell list (or for wizards, out of the undead.your spellbook) of the same level. Prerequisite: Charisma 13. Special: Using this ability costs 2 action points. Benefit: You gain a +4 bonus on Diplomacy checks made to influence the reactions of intelligent undead.STRONG MIND [GENERAL] You can also use Diplomacy to influence the actions of mindless undead, though in this case you do not gainYou are unusually hard to affect with psionic powers and the +4 bonus on your check. Generally, mindless undeadmind attacks, begin an encounter with a hostile attitude; a Diplomacy check sufficient to make them indifferent is usually Prerequisite: Wisdom 11. enough to stave off attack. If the undead have been spe- Benefit: You gain a +3 bonus on saving throws cifically commanded to guard something, a Diplomacyagainst psionic abilities and mind attacks. Psionic abilicheck sufficient to make them friendly is required toties include many spell-like abilities of monsters such make them back off from combat, and a check sufficientas aboleths, mind flayers, and yuan-ti (and any other to make them helpful is needed to make them abandoncreatures whose special attacks are described as psionic). what they are guarding. Mind attacks include the mind flayer's mind blast abil- To influence the behavior of a mindless undead, theity, as well as any similar supernatural ability that uses character and the undead must be within 30 feet of onesheer mental force to stun or disable an opponent (at another, Generally, influencing an undead in this waythe DM's discretion), takes 1 minute, but as with influencing the living, it might Special; The benefit of this feat does not extend to take more or less time, spells, spell-like abilities, or magic items that duplicatepsionic abilities. This is an exception to the general rule URBAN TRACKING [GENERAL] that magic and psionics are equivalent. You can track the location of missing persons or wantedTOTEM COMPANION [GENERAL] individuals within communities. Instead of an animal companion, you have your totem Benefit: To find the trail of an individual or to follow magical beast as a companion. it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour Prerequisites: Wild empathy class feature, Beast of the search, as well as each time the trail becomes dif-Totem, ability to acquire a new animal companion, mini- ficult to follow, such as when it moves to a different areamum level requirement (see below). of town. Benefit: When choosing an animal companion, you The DC of the check, and the number of checksmay choose a magical beast of the same kind as your beast required to track down your quarry, depends on thetotem. Even though your companion is a magical beast, community size and the conditions.you can cast spells on it that normally target animals asthough it were an animal. Apply the indicated adjustment Gather Information to the character's level (in parentheses) to determine the companion's special powers (see Alternative Animal Community Size* DC Checks RequiredCompanions, page 36 of the Player's Handbook). Rangerswho choose this feat use one-half their level to determine Thorp, hamlet, or village 5 1d3what companions they may attract. Totem Companions Small or large town 10 1d4+1 Small or large city 15 2d47th Level or Higher (Level –6) Metropolis 20 2d4+2Cockatrice Krenshar *See page 137 of the Dungeon Master's Guide. Displacer beast Condition DC Modifier10th Level or Higher (Level –9) Every three creatures in the group being sought -1Basilisk Unicorn Every 24 hours party has been missing/sought +1Digester Winter wolf Tracked party "lies low" +5 Tracked party matches community's primary -213th Level or Higher (Level -12) racial demographic* -2Chimera Tracked party does not match community's primary +2 or secondary racial demographic* +216th Level or Higher (Level -15) *See page 139 of the Dungeon Master's Guide.Gorgon Yrthak 61HEROIC CHARACTERISTICS If you fail a Gather Information check, you can retry it WAND MASTERY [GENERAL] after 1 hour of questioning. The DM should secretly roll the number of checks required, so that the player doesn't Wands are far more potent in your hands. know exactly how long the task will take. Prerequisites: Craft Wand, caster level 9th. Benefit: When you use a wand, the DC of saving Normal: A character without this feat can use Gather Information to find out information about a particular throws against the wand's effect is increased by 2 and the individual, but each check takes 1d4+1 hours and doesn't wand's effective caster level is increased by 2. allow effective trailing. WARDEN INITIATE [GENERAL] Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on Gather Information checks You have been trained in the ancient druidic tradi- when using this feat. tion of the Wood, a sect dedicated to protecting the eastern plain and the great woods of the You can cut the time per Gather Information check Eldeen Reaches. in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty to the check. Prerequisite: Ability to spontaneously cast summon nature's ally. VERMIN COMPANION [GENERAL] Benefit: You gain a +2 deflection bonus to Armor Instead of an animal companion, you have a vermin crea- Class when fighting within a forest. ture as a companion. Add Climb and Jump to your list of druid class skills. Prerequisites: Druid level 3rd, nongood alignment, In addition, you can cast the following spells as if they Child of Winter, ability to acquire a new animal compan- were on the druid spell list at the indicated level. ion, minimum level requirement (see below). 1st level: protection from evil 2nd level: displacement may choose a vermin instead. Even though your companion 4th level: locate creature is a vermin. you can cast spells on it that normally target 5th level: hold monster animals as though it were an animal. Your companion 6th level: banishment or feats. Apply the indicated adjustment to the character's 8th level: screen level

(in parentheses) to determine the companion's spe- 9th level; hold monster, mass cial powers (see Alternative Animal Companions, page 36 of the Plaver's Handbook), WHIRLING STEEL STRIKE Vermin Companions [GENERAL] 3rd Level or Higher (Level -0) Through monastic weapon training, you have mastered a fighting style that makes use of an unusual monk weapon: Giant ant, worker Giant fire beetle the longsword. Giant ant, soldier Monstrous centipede, Medium Prerequisites: Martial Weapon Proficiency (long- sword), Weapon Focus (longsword), flurry of blows class Giant bee Monstrous scorpion, Small feature. Giant bombardier beetle Monstrous spider, Small Benefit: You can treat a longsword as a special monk weapon, allowing you to perform a flurry of blows with it. 4th Level or Higher (Level -3) Giant praying mantis Giant wasp DRAGONMARKS 7th Level or Higher (Level -3) Magic is the lifeblood of Eberron, encircling it like the Giant stag beetle Ring of Siberys and seeping up through the earth from the bones of Khyber. Perhaps the clearest manifestation A vermin companion has all the normal abilities of a typi- of this pervasive magic is the appearance of dragonmarks cal creature of its kind, as well as the characteristics of an among seven of Khorvaire's common races. Dragon- animal companion determined by your druid level. marks are elaborate skin patterns—more intricate and colorful than birthmarks, more distinctive than any VERMIN SHAPE [GENERAL] tattoo—that also grant their bearers innate spell-like abilities. There are twelve families of dragonmarks, each You can use your wild shape ability to assume vermin one associated with a number of closely related mani- forms instead of animal forms. Festations. A thirteenth mark, the Mark of Death, has faded from history, and no living creature on Eberron Prerequisites: Druid level 5th, nongood alignment, carries it. Child of Winter. To possess a dragonmark, a character must take the Benefit: You can turn yourself into a Small or Medium Least Dragonmark feat. He or she can increase the power vermin. You gain the ability to take the shape of a Large of the dragonmark by adding the Lesser Dragonmark and vermin when your druid level reaches 8th, a Tiny vermin at Greater Dragonmark feats, and by taking levels in the 11th level, and a Huge vermin at 15th level. In no case can the vermin form's Hit Dice exceed your druid level. Special: You can't use wild shape to turn yourself into an animal if you have this feat.62dragonmark heir prestige class. Also, the Aberrant Mark family produce the wind to power the ships, Mark of HEROIC CHARACTERISTICSfeat and the heir of Siberys prestige class grant alternative while the unmarked masses fill the other Sentineldragonmark-like abilities. crew roles aboard the vessels. Least When it is used, a character's dragonmark grows warm Chapter 8: Organizations dis-to the touch. It becomes fever hot when its spell-like abili- cusses the dragonmarked houses in Lesserties are used up for the day, and must be allowed to cool more detail.before its power can be drawn upon again. Marks: Each dragonmark appears The descriptions of the dragonmark appears The descriptions of the dragonmark appears a single spell-like ability to characters who have the mark.DRAGONMARK NAME If more than one spell-like abilityA general summary of the dragonmark's powers and influ- is mentioned for a specific mark, a char-ence starts each mark's description. acter chooses one that he possesses perma- nently thereafter. (Anyone who carries a House: Each dragonmark appears among the least dragonmark also gains a bonusmembers of one large extended family (or. in the case to a certain kind of skill check; of the Mark of Shadow, two families). By no means this benefit is in addition to thedoes every member of a dragonmarked family possess mark's spell-like abil-a dragonmark, but it is extremely rare for a person who ity.) A dragonmarked is not a recognized member of one of these families to character can use hisdevelop a dragonmark (and such cases usually result mark's spell-like abil-from indiscretions on the part of a lesser scion of the ity a certain numberfamily). Each house specializes in a trade or service for of times per day. Hewhich its mark gives its members a competitive advan- uses the ability as atage, and it controls guilds that regulate commerce in its sorcerer with a casterarea of specialization. Each family is made up of a mix level as indicated inof marked and unmarked members, since dragonmarks the descriptions of themanifest randomly even among those with the ability to dragonmark feats earlierpossess them. The guilds employ both dragonmarked in this chapter. Each more powerfuland unmarked people, who may be family members or aspect of a dragonmark stacks with theunrelated retainers. The dragonmarked individuals per-less powerful aspects, so that a lesser markform their specialized magical functions for the house, retains the power of a least mark, and aand the unmarked handle the more mundane aspects greater mark retainsof the trade. For example, both marked and unmarked the powers of itsmembers of the Windwrights Guild, controlled by House associated lesserLyrandar, work aboard ships; the marked heads of the and least marks.DR AGONM A R KSMark House Race Influence MARK OF Half-elf Warning GuildDetection Medani Half-orc, Finders Guild DETECTION humanFinding Tharashk Human Handlers Guild the Mark of Detec- Halfling Healers Guild that enable its pos- GreaterHealing Jorasco Human Tinkers Guild, sessor to discern the SiberysHospitality Ghallanda Fabricators Guild presence of threats, fromMaking Cannith Human Couriers Guild, poisoned food to scrying eyes. Transportation GuildPassage Orien Gnome Notaries Guild, House: The half-elves of House Speakers Guild Medani carry the Mark of Detection. Scribing Sivis Human Blademarks Guild, One of the voungest of the Defenders Guild dragonmarked houses, Sentinel Deneith Elf Entertainers and House Medani orga- Artisans Guild, of the War of theStorm Thuranni Raincallers Guild Mark that ended Lyrandar Dwarf Banking Guild, fifteen hundred Warding Kundarak the fact that it has stood as an established mercantile house for fifteen 63HEROIC CHARACTERISTICS Mark of centuries, some of the older houses still dragonmarked kin in every area; they offer mundane Shadow view House Medani as an upstart. Uncon- investigative services and help on dragonshard prospect- cerned with the opinions of its peers, House ing expeditions. Least Medani controls the Warning Guild, which offers services related to personal protec- Marks: The aspects of the Mark of Finding grant the following benefits. tion. House Medani originated in Breland and continues to concentrate its efforts Least Mark of Finding: identify 1/day, know direction in the central region of Khorvaire. 2/day, or locate object 1/day; +2 bonus on Search checks. Unmarked members of House Medani sell their services as scouts, Lesser Mark of Finding: helping hand 1/day. Detection grant the following benefits. Least Mark of Detection: detect magic MARK OF HANDLING 2/day or detect poison 2/day; +2 bonus on Spot checks. The Mark of Detection: detect scrying and control of animals. 1/day or see invisibility 1/day. House: The humans of House Vadalis carry the Mark Greater Mark of Detection: of Handling. Their Handlers Guild controls the business true seeing 1/day. of breeding and selling livestock throughout Khorvaire. Though the elves of Valenar are gaining a reputation for Lesser MARK OF breeding the finest horses in Khorvaire. their steeds are Greater rare and expensive, while House Vadalis provides a strong, Siberys FINDING loyal, and affordable mount. The Mark of Find- Unmarked members of House Vadalis are animal ing bestows powers handlers, breeders, auctioneers, stablekeepers, drivers, related to locating and teamsters. creatures or objects, making those who carry it Marks: The aspects of the Mark of Handling grant useful as investigators or bounty hunters. the following benefits. In addition, members of the Finders Guild serve an essential role in locating dragon- Least Mark of Handling: calm animals 1/day, charm shards and selling them to other guilds animal 1/day, or speak with animals 1/day; +2 bonus on Handle for attunement. Animal checks. House: House Tharashk is a family of half- Lesser Mark of Handling: dominate animal 1/day or greater orcs and humans magic fang 1/day. originally from the Greater Mark of Handling: animal growth 1/day or region around the summon nature's ally V 1/day. Shadow Marches. It controls the Find- MARK OF HEALING ers Guild, which includes freelance The Mark of Healing grants curative magical powers. House: The halflings of House Jorasco carry the Mark inguisitives, some law enforcement of Healing and operate the Healers Guild, which controls agents, explorers- both the mundane and magical healing trades. A sick or for-hire, and dragonshard injured person in Khorvaire is far more likely to seek prospectors. The Finders Guild healing from the Healers Guild than from any temple, and concentrates its efforts in west- in fact most temples do not offer healing services for sale ern Khorvaire, where (though they still heal their own champions and faithful a lucrative dragon- when necessary). shard prospecting business flourishes, Unmarked members of House Jorasco are expertly although its mem- trained in the healing arts, as well as in fields such as bers are found in alchemy and city. Marks: The aspects of the Mark of Healing grant the following benefits. The unmarked members of House Least Mark of Healing: cure light wounds 1/day or lesser Tharashk assist their restoration 1/day: +2 bonus on Heal checks. Lesser Mark of Healing: cure serious wounds 1/day. or restoration 1/day. Greater Mark of Healing: heal 1/day. MARK OF HOSPITALITY The Mark of Hospitality grants powers related to food and shelter. House: The halflings of House Ghallanda carry the Mark of Hospitality, which is extremely useful in the64halflings' native nomadic culture. In the cities of Khor- per use. The character can leap a shorter Mark of HEROIC CHARACTERISTICS vaire, House Ghallanda operates the Hostelers Guild, whose distance than his maximum, as long as the Stormmembers include innkeepers, chefs, and restaurateurs. While distance is in 10-foot increments. Using the guild does not operate every inn and dining establish- dimension leap is a standard action. Leastment in Khorvaire, it enforces standards and performs Lesserinspections to regulate those businesses. Lesser Mark of Passage: dimension door 1/day. Greater Unmarked members of House Ghallanda run some Siberysof the finest hotels and restaurants in Khorvaire. Greater Mark of Passage: overland flight 1/day or teleport 1/day. Marks: The aspects of the Mark of Hospitality grantthe following benefits. MARK OF SCRIBING Least Mark of Hospitality: purify food and drink 2/day, The Mark of Scribing grants powersprestidigitation 2/day, or unseen servant 1/day; +2 bonus on related to writing and communication. Diplomacy checks. Those who carry it specialize in the magic of the written word, serving as diplomats Lesser Mark of Hospitality: create food and water 1/day or and translators or facilitating commu-Leomund's secure shelter 1/day. nication over long distances. Greater Mark of Hospitality: heroes' feast 1/day or House: The gnomes of HouseMordenkainen's magnificent mansion 1/day. Sivis carry the Mark of Scrib- ing. This house controls the MARK OF MAKING Speakers Guild, which offers the services of translators and The Mark of Making grants the power to mend or fabricate mediators and can facilitate instan-material goods. taneous long-range communication by means of sending. In addition, House Sivis House: The humans of House Cannith carry the controls the Notaries Guild, which usesMark of Making. Members of their Tinkers Guild often arcane mark to certify legal documents andtravel as widely as more traditional tinkers, stopping in similar work. This guild also preparesvillages to repair goods as they go. House Cannith also secure documents intended for specificruns the Fabricators Guild, whose members include those recipients using illusory script and performs with lesser or greater marks who can fabricate new items transcription and copying ser-rather than just repair old ones. vices. House Sivis originated in Zilargo and has spread Unmarked members of House Cannith are well-to-do along with the gnomesartisans and, less often, mundane tinkers. throughout the Five Nations. The house does not usually Marks: The aspects of the Mark of Making grant the operate in regions wherefollowing benefits. gnomes are rare. Least Mark of Making: make whole 1/day, mending 2/day, The unmarked membersor repair light damage* 1/day; +2 bonus on Craft checks. of House Sivis serve as mediators, scribes, messengers, go-betweens, Lesser Mark of Making: minor creation 1/day or repair and sometimes diplomats.serious damage* 1/day. Marks: The aspects of the Mark of Greater Mark of Making: fabricate 1/day or major creation Scribing grant the following benefits.1/day. Least Mark of Scribing: arcane mark *New spell; see Chapter 5: Magic. 2/day, comprehend languages 1/day; +2 bonus on DecipherMARK OF PASSAGE Script checks. The Mark of Passage bestows magical powers related to Lesser Marktransportation and teleportation. of Scribing: illu- sory script 1/day, House: The humans of House Orien are the bearers secret page 1/day, of the Mark of Passage. They control a worldwide Couriers or tongues 1/day. Guild that uses its powers to carry parcels, messages, and people over great distances instantaneously -for a high Greaterprice. The house has holdings and operates across Khor- Mark of Scrib-vaire, though it traces its origins to Aundair. The house's ing: sending 1/dayTransportation Guild oversees lightning rail and caravan (a descriptionroutes throughout central Khorvaire. provided by a client makes) you Unmarked members of House Orien work as mun- familiar with thedane couriers, often within the boundaries of a single city recipient).or nation. Marks: The aspects of the Mark of Passage grant thefollowing benefits. Least Mark of Passage: expeditious retreat 1/day, mount 1/day, or dimension leap 1/day: +2 bonus on Survival checks. A character with the dimension leap spell-like abilitycan teleport up to a total of 10 feet per character level 65HEROIC CHARACTERISTICS Mark of MARK OF SENTINEL The two houses continue their ancient work of espio-Warding nage, surveillance, and similar intelligence-gathering The Mark of Sentinel conveys powers that activities, while outwardly pursuing mercantile activities Least protect creatures from harm. based on entertainment and artisan endeavors. House Lesser House: The humans of Phiarlan's Entertainers and Artisans Guild is based in Greater House Deneith carry the Mark Breland, and its spies work for (or sell information of Sentinel. They put their to) Thrane, Aundair, and Breland. House Thuranni, Siberys powers to use in the Defenders based in the Lhazaar Principalities (but with an enclave Guild, which offers comprehen- in Breland), controls the Shadow Network. Its members sive bodyguard services to persons perform their spying activities on behalf of the Lhazaar of position and wealth. The house princelings, Karrnath, Droaam, Q'barra, and even the also provides sentinel marshals that Order of the Emerald Claw. have jurisdiction across national Unmarked members of both House Phiarlan and boundaries. House Deneith originated House Thuranni work as entertainers and artisans who in Karrnath, but the Defenders Guild gather information and serve as spies and rogues, operates across Khorvaire, Marks; The aspects of the Mark of Shadow grant the The unmarked members of following benefits. House Deneith work as body- Least Mark of Shadow: darkness 1/day, or guards without the benefit minor image 1/day; +2 bonus on Gather Information checks, of magical assistance. Marks: The aspects of Lesser Mark of Shadow: clairaudience/clairvoyance 1/day, the Mark of Sentinel grant shadow conjuration 1/day, or scrying 1/day. the following benefits. Greater Mark of Shadow: mislead 1/day, prying eyes 1/day, Least Mark of Sentinel: mage or shadow walk 1/day. armor 1/day, protection from arrows 1/day, MARK OF STORM shield of faith 1/day, or shield other 1/day; +2 bonus on Sense Motive checks. The Mark of Storm grants the power to control weather, primarily through the manipulation of clouds, wind, and Lesser Mark of Sentinel; protection rain. A character with this mark can create a short. local- from energy 1/day or lesser globe of invulner- ized drizzle or a powerful rainstorm, a short breeze, or ability 1/day. enough wind to propel a ship across the sea. Greater Mark of Sentinel: globe House: The half-elves of House Lyrandar carry the of invulnerability 1/day. Mark of Storm. Their Windwrights Guild dominates the business of shipping and transportation over both sea MARK OF and sky. Their Raincallers Guild provides services to farmers across Khorvaire. Both guilds are found in SHADOW every coastal nation of Khorvaire, and they proudly trace their ancestry to the elves of Aerenal and the The Mark of Shadow humans of Thrane. grants divinatory powers of clairvoyance and scry- Unmarked members of House Lyrandar are prosper- ing, as well as illusory powers ous farmers, plantation owners, and sailors crewing the of deception. ships driven by their marked relatives. Houses: One of the most surprising and devastat- Marks: The aspects of the Mark of Storm grant the ing effects of the Last War was following benefits. the schism of the Least Mark of Storm: endure elements 1/day, fog cloud family that car- 1/day, or gust of wind 1/day; +2 bonus on Balance checks. ries the Mark of Shadow. House Lesser Mark of Storm: sleet storm 1/day, wind's favor 1/day, Phiarlan, an or wind wall 1/day. elf family of ancient lineage, With sleet storm, a character can create either warm rain carried the Mark or freezing sleet. of Shadow for mil- A character using wind's favor can create a localized lennia before the Last area of strong wind (approximately 30 mph) in an area War and was known as an 10 feet high, and 100 feet + 20 feet per caster information clearinghouse. level long. The wind blows for 1 hour per caster level or During the war, however, the mis- until the character dismisses it. By concentrating as a full- sion of the house turned its mem- round action, the character can change the direction of bers against each other, eventually the wind by 45 degrees. resulting in the formation of a new house—House Thuranni. Greater Mark of Storm: control winds 1/day or control weather 1/day.66MARK OF WARDING DEITIES BY RACEThe Mark of Warding protects places from unwanted Race Deities HEROIC CHARACTERISTICSintruders and items from theft. Changeling The Traveler or by class and alignment Dwarf By class and alignment House: The dwarves of House Kundarak carry the Elf The Undying Court or by class and alignmentMark of Warding. They control the Warding Guild, Gnome By class and alignmentwhich specializes in security for businesses and precious Half-elf By class and alignmentgoods. House Kundarak originated in the Mror Holds Halforc By class and alignmentand now has interests in many large towns and cities Halfling By class and alignmentthroughout Khorvaire. Human By class and alignment The Path of Light or by class and alignment The unmarked members of House Kundarak work Shifter Druidism. Balinor. Boldrei. the Traveler, as security consultants, often specializing in trapmaking or by class and alignmentas well as running the House Kundarak bank. Warforged None or by class and alignment Marks: The aspects of the Mark of Warding grant the DEITIES BY CLASSfollowing benefits. Class Deities (Alignment) Least Mark of Warding: alarm 1/day, arcane lock 1/day, fire-trap 1/day, or misdirection 1/day; +2 bonus on Search checks. Artificer Aureon (LN), Onatar (NG), Lesser Mark of Warding: explosive runes 1/day, glyph of the Shadow (CE), the Traveler (CN)warding 1/day, or nondetection 1/day. Barbarian Balinor (N), the Devourer (NE), Greater Mark of Warding: Mordenkainen's faithful hound1/day, greater glyph of warding 1/day. Dol Dorn (CG)RELIGION Bard the Fury (NE), Olladra (NG), In Eberron, most people identify not with a specific the Traveler (CN)patron deity but with the church to which they belong. The faithful of the Sovereign Host, for example, usu- Cleric Anyally revere the nine deities together in a single temple, though shrines devoted to the individual deities appear Druid Arawai (NG), Balinor (N), in major towns and cities across Khorvaire. The faithful may give particular reverence to one deity, usually the the Devourer (NE), the Keeper (NE) one whose sphere of influence coincides most closely with their profession or situation in life, but they collectively Fighter Dol Arrah (LG), Dol Dorn (CG), view themselves as loyal followers of the Sovereign Host. A paladin devotee of Dol Arrah and a rogue who prays the Mockery (NE), the Silver Flame (LG)to Kol Korran are members of the same religion. They may differ in many respects, certainly in alignment and Monk Dol Dorn (CG), the Mockery (NE)ethics, but they do not see religion as one of the linesdividing them. Paladin Dol Arrah (LG), the Silver Flame (LG) A paladin who serves Dol Arrah and a paladin who Psion Aureon (LN), Onatar (NG), serves the Silver Flame, however, are members of different churches and different religions. They are united in their the Path of Light (LN), the Shadow (CE) ideals and their devotion to law and good, and they mightwork together extensively in pursuit of common goals, but Psychic warrior Aureon (LN), Dol Arrah (LG), they are likely to hold endless discussions or even heatedarguments concerning theological issues and fundamental Dol Dorn (CG), the Mockery (NE), beliefs about the nature of the world. the Path of Light (LN) Race and Religion: The religions of Eberron arenot, in general, racially based. Only the elves and the Ranger Arawai (NG), Balinor (N), kalashtar have religions that are rarely practiced by mem-bers of other races. The other races share a number of the Devourer (NE), Dol Arrah (LG), religions that welcome clerics and adherents of all racesand kinds. The Deities by Race table below summarizes Dol Dorn (CG), the Keeper (NE), what few racial leanings do exist toward specific faiths, and the Deities by Class table suggests common deities for the Mockery (NE)members of the various character classes. Rogue the Keeper (NE), Kol Korran (N), THE SILVER FLAME the Mockery (NE), Olladra (NG), The lawful good deity called the Silver Flame is an abstract, disembodied force closely associated with a once-human the Traveler (CN)woman named Tira Miron. Herself now immortal, Tira Sorcerer Aureon (LN), Onatar (NG), the Shadow (CE) Soulknife Olladra (NG), the Mockery (NE), the Path of Light (LN), the Mockery (NE), the Path of Light (LN), the Mockery (NE), the Path of Light (LN), the Path of Light the Keeper (NE), Onatar (NG), the Shadow (CE), the Traveler (CN, illusionists) (now known as the Voice of the Silver Flame) serves as the intermediary between the holy Silver Flame and the mortals who can never attain sufficient purity to com- municate with the Silver Flame directly. The Church of the Silver Flame is dedicated to protecting the common 67The Cathedral of the Silver Flame people against supernatural forces of evil, and thus it and the mother of the Fury (as a result of her rape at the attracts a great number of paladins to its cause. The hands of her evil brother, according to the holy texts), Silver Flame grants access to the domains of Exor- she oversees the domains of Good, Life, Plant, and cism, Good, Law, and Protection. The deity's favored weapon is the morningstar. weapon is the longbow, and archery is an important Aureon tradition within the church. THE SOVEREIGN HOST God of Law and Knowledge A deity of lore and magic, Aureon is lawful The Sovereign Host consists of the deities neutral. The patron of all arcane spellcasters, most commonly worshiped by the majority of as well as sages, librarians, and scribes, he often Khorvaire's population. Most people revere appears as a gnome or human wizard in ancient the Host as a whole pantheon, offering texts, and occasionally as a majestic blue dragon. prayers to different deities in different situ- He is the brother of Onatar, the husband of ations. Even clerics are often devoted to the Boldrei, and strangely related to the Shadow. entire Host rather than to a specific patron Associated with the domains of Knowledge, Law, (see Following a Pantheon, page 35). Taken as and Magic, he favors the quarterstaff. a whole, the pantheon is neutral good, and its favored weapon is the longsword—the weapon of Symbol of the Balinor its martial champion, Dol Dorn. Silver Flame God of Beasts and the Hunt Arawai A neutral nature deity associated with hunting and animal life, Balinor claims hunters, druids, barbar- God of Agriculture ians, and rangers among his followers, since he appears A deity of fertility, plant life, and abundance, Arawai as both a protector of nature and an exemplar of gently is neutral good. She claims many druids and rangers taking what one needs for sustenance from nature's among her followers, as well as farmers, sailors, and any bounty. Usually portrayed as a burly human, sometimes who are significantly concerned with weather or fertil- as a crude but good-natured half-orc, and occasionally as ity. She is usually portrayed as a half-elf woman, some- a stalking green dragon, he is brother to Arawai and the times as a halfling or a human, and occasionally as a Devourer. Associated with the domains of Air, Animal, bronze dragon. The sister of Balinor and the Devourer, and Earth, he favors the battleaxe.68Boldrei elderly human, and occasionally as a black dragon. TheGod of Community and Hearth wife of Onatar and the mother of Kol Korran and HEROIC CHARACTERISTICSBoldrei, the lawful good deity of com- the Keeper, she is associated with the domainsmunity, is invoked as a protector of villages of Feast, Good, Healing, and Luck. Her favoredand homes, to bless marriages, and to confirm weapon is the sickle government appointments. Usually depicted Onatarin ancient texts as a commoner of any race, or sometimes as a copper God of Artifice and the Forgedragon brooding over a nest of eggs, Onatar, the neutral good deity of she is Aureon's wife. The domains crafts, industry, and fire, is the patronunder her influence are Community, Good, of artisans and artificers, smiths and smelters, Law, and Protection. Her favored weapon is and all who make things. Dwarves in particularthe spear. revere him; he commonly appears as a dwarfDol Arrah smith in holy texts, and sometimes as a brass dragon. Wizards and psions who specialize in fire also placeGod of Honor and Sacrifice their faith in him. The husband of Olladra and theDol Arrah, the lawful good deity of honor- Symbol of the father of Kol Korran and the Keeper, he watchesable combat, self-sacrifice, and sunlight, mani- Sovereign Host over the domains of Artifice, Fire, and Good withfests as a peacemaker, a careful planner, and a his favored weapon, the warhammer.strategist. She serves as the patron of paladins, generals, and diplomats who fight their battles with words. In addi- THE DARK SIXtion, in her role as a sun god, she brings light to pierce In some ways, the Dark Six can be considered a part of the darkest places of the world. She is commonly repre- the pantheon of the Sovereign Host. It would be moresented as a human or half-elf knight shining with holy accurate, however, to say that these deities have been castradiance, and sometimes as a red dragon perched on a out of the pantheon because of their evil ways. The Darkcloud. Said to be the sister of Dol Dorn and the Mock- Six are the patrons of criminals, outcasts, and villains, asery, she is associated with the domains of Good, Law, well as of various kinds of monsters. The holy texts showSun, and War. Her favored weapon is the halberd. them scheming against the Sovereign Host at every turnDol Dorn for reasons that vary from deity to deity, and their dark minions likewise plot against the followers of the Sover-God of Strength at Arms eign Host. The chaotic good deity of war, Dol Dorn appears as paragon of physical perfection who promotes bodily The Devourerstrength as well as martial training. Most often depicted The brother of Arawai and Balinor, the Devourer is neu-as a heavily muscled human, sometimes as a dwarf or a tral evil. Stories say that he raped his sister Arawai and half-orc, and occasionally as a silver dragon, he thereby fathered the Fury. As lord of the deep waters and is said to be the brother of Dol Arrah and master of maelstrom and reef, he represents allthe Mockery. Associated with the domains of the destructive power of nature. The sahua-Chaos, Good, Strength, and War, he favors gin worship him. while sailors fear him and the longsword. seek to appease him. He is portraved as aKol Korran human or merfolk with seaweed in his hair and beard, as a sahuagin, as anGod of Trade and Wealth enormous shark, or as a dragon turtle. Merchants, traders, and thieves The domains associated with him arerevere Kol Korran, the neutral deity of Destruction, Evil, Water, and Weather.trade and money—as might anyone who has His favored weapon is the trident.money or wants more. He is depicted as a The Furyfat, cheerful human or dwarf in fine clothes. A few ancient representations of him show a The Fury is the neutral evil deity of white dragon lying on a bed of ice-blue gem- passion driven to madness. Revered bystones. Said to be the son of Olladra and Onatar those whose passion consumes their lives, and the twin brother of the Keeper, he oversees she is commonly portrayed as a half-elf, the domains of Charm, Commerce, and Travel. sometimes as a drow, and occasionally as a His favored weapon is the mace. snakelike wyrm of Khyber. Associated with the Olladra Symbol of domains of Evil, Madness, and Passion, she favors the Devourer the rapier. God of Feast and Good Fortune Gamblers, rogues, bards, and hedonists invoke the The Keeperfavor of Olladra, the neutral good deity of luck and plenty. The neutral evil lord of death and decay, the Keeper is the She is often depicted as a young halfling, sometimes as an twin brother of Kol Korran. As Kol Korran represents 69HEROIC CHARACTERISTICS the acquisition of material wealth, the Keeper embodies The Traveler greed, hungry for the souls of the dead. He lurks in the darkness, hoping to snatch wayward souls as they pass to The most mysterious of the Dark Six, the Traveler is cha- Dolurrh, the Realm of the Dead. He is portrayed as a gaunt otic neutral and seems to have no connection to the other or grossly fat human, as a lich or a ghoul, or sometimes as deities of the pantheon. A consummate shapeshifter, the a skeletal dragon. Associated with the domains of Death, Traveler is said to walk the land in a thousand disguises. Decay, and Evil, he favors the scythe. A master of cunning and deception, it emphasizes subtlety and careful planning. In some places the Traveler is known The Mockery as the Giver of Gifts, but proverbs warn, "Beware the gifts of the Traveler." Revered by doppelgangers, Ivcanthropes. The neutral evil deity of treachery over honor, the Mock- and a number of changelings and shifters, it is associated ery betrayed his siblings, Dol Arrah and Dol Dorn, and with the domains of Artifice, Chaos, Travel, and Trickery. was subsequently flayed and banished from the Sovereign Its favored weapon is the scimitar. Host. A skilled warrior, he claims evil fighters, rogues, monks, and assassins among his followers. He is portrayed THE BLOOD OF VOL as a ghastly human warrior with the skin stripped from his body, cloaked in the skins of his enemies, and some- The Blood of Vol cult times as a half-fiend red dragon. He is associated with the attracts followers domains of Destruction, Evil, Trickery, and War, and the fascinated by death kama is his weapon of choice. and the undead. The most dedicated of The Shadow these revere an ancient lich who calls herself The Shadow, the literal shadow of Aureon, gained a Vol. Oueen of the life of its own as the price of his arcane mastery. Cha- Dead, The Blood otic evil, it devotes its energy to dark magic and the flows into the dis- corruption of nature. Many evil wizards and sorcer- tant past, through ers revere the Shadow, and many of the monsters of the earliest days of Droaam invoke its name as well. It is usually depicted human civilization on as a shadow, but sometimes (particularly in Droaam) as Khorvaire, to the elf a shadow dragon. It is associated with the domains of kingdom of Aerenal, Chaos, Evil, Magic, and Shadow, and its favored weapon and even to Xen'drik, the is the guarterstaff. continent of secrets. Vol and her followers see undeath as A monk dedicated a path to divinity, invoking Symbol of the to the Mockery negative energy in contrast Blood of Vol to the positive energy that powers the Undying Court. They are captivated by the figurative and literal meaning of blood and by heredity, seeking to manipulate bloodlines to accomplish some fiendish purpose. Vol herself is a powerful necromancer who has unlocked the secrets of undead creation. Clerics of the Blood of Vol are lawful evil. They have access to the domains of Death, Evil, Law, and Necromancer. The cult's favored weapon is the dagger. THE CULTS OF THE DRAGON BELOW The Cults of the Dragon Below consist of a diverse group of fanatical sects that revere the power of the sub- terranean realms. Some of these cults seek to draw Khyber, the Dragon Below, up from the depths of the world, while others traffic with demons con- jured from the deep regions. A few Symbol of the Dragon Belowseek a promised paradise in some lost cavern far below of the Inspired of Riedra. A few clerics find a source of HEROIC CHARACTERISTICS the surface, purifying themselves with blood sacrifice to divine magic in il-Yannah, and choose their domains frommake themselves worthy to find it. Though little unites among Law, Meditation, and Protection. Their favored these mad cults beyond their reverence for the forbidden weapon is the unarmed strike.powers of Khyber, they are generally neutral evil, andall choose their domains from among Dragon Below, THE UNDYING COURTEarth, Evil, and Madness. Their favored weapon is theheavy pick. The elves of AerenalTHE PATH OF LIGHT revere their ancientThe kalashtar of Adar follow no dead as incarnate dei-deity, but they do revere auniversal force of positive ties, seeking adviceenergy they call il-Yannah, or "the Great Light." from deathless coun-This force is law-ful neutral. Most cilors and petitioningfollowers of thePath of Light are their favor. Unlikepsions and psy-chic warriors, seek- undead creatures, theing to perfect theirbodies and minds deathless elves of thethrough meditationand communion with Undying Court arethis light to prepare them-selves for conflict with the animated by positiveforces of darkness-most par- Symbol of theticularly, the Dreaming Dark Path of Light energy and are pow- erful beings of neutral good alignment. The domains associated with the Undying Court are Death-less, Good, and Protection. The court's favored weapon is the scimitar. Symbol of the Undying Court The City of the Dead in AerenalThe master inquisitive's day started as so many usually did in Sharn, the City of Towers—with a dead body. "See if you can get the witness to cooperate, Urzat," Creilath said to his half- orc bodyguard as he knelt to examine the corpse. ... CHAPTER FOUR PRESTIGE CLASSESPRESTIGECLASSEST he prestige classes in this chapter are ability to improve and use their dragonmark powers in designed for characters in an EBERRON cam- ways that go well beyond others in their houses. These paign. They make particular use of action exceptional individuals are dragonmark heirs. points, highlight the abilities of Eberron's unique races, or allow characters to further Dragonmark heirs have the ability to improve thedevelop their dragonmarks. In addition to these prestige classes, characters in an EBERRON campaign can adopt any of the prestige classes in Dragonmark heir NPCs fill a wide variety of rolesthe Dungeon Master's Guide, and-with the DM's permission- within the dragonmarked houses. To some extent, they prestige classes from other sources as well. This chapter is command a degree of respect from unmarked members of not a comprehensive guide to prestige classes in Eberron, the house, but a more powerful mark does not necessarily but a selection of the unique prestige classes available to equate to a position of leadership. The economic realities Eberron characters. As more of the world is revealed, more of Khorvaire demand leadership from those with a keenprestige classes will undoubtedly emerge. mind for business, which does not necessarily go hand in hand with a more powerful dragonmark. With a few adjustments, particularly in the back-ground and flavor text, and with the permission of your Hit Die: d8.DM, these Eberron prestige classes can be adopted for usein any D&D campaign. Dragonmark heir The prestige classes described in this chapter aresummarized below. Dragonmark Heir: Harnesses the power of a dragon-mark efficiently and effectively. Eldeen Ranger: Dedicated to protecting some aspectof the Eldeen Reaches. Exorcist of the Silver Flame: Fights the forces of supernatural evil. Extreme Explorer: Delves into ancient ruins insearch of secrets and adventure. Heir of Siberys: Manifests a uniquely powerfuldragonmark. Master Inquisitive: Investigates crimes and solves mysteries; uncovers secrets and reveals facts. Warforged Juggernaut: A class for any warforged dedicated to becoming a combat powerhouse. Weretouched Master: Explores the powers of shifterheritage to adopt animal forms. DRAGONMARK HEIRThe dragonmarked houses are a significant force in the politics and economics of Khorvaire, though their politicalinfluence is usually behind the scenes and often guite subtle. Perhaps as many as one person in a hundred has a bloodconnection to one of the twelve houses. Of these thousands, however, no more than half actually manifest a dragonmark. Even more rare are the individuals who demonstrate a natural LPPRESTIGE CLASSES REQUIREMENTS Greater Dragonmark: At 4th level, a dragonmark heir manifests the greater dragonmark of her house. She To qualify to become a dragonmark heir, a character must receives the Greater Dragonmark feat as a bonus feat with- fulfill all the following criteria. out having to meet the skill rank prerequisite. Race: Member of appropriate dragonmarked race Improved Greater Dragonmark: At 5th level, a and house. dragonmark heir gains improved mastery of her greater dragonmark. She can use the greater dragonmark spell-like Skills: 7 ranks in any two skills. ability she already possesses one additional time per day. Feats: Favored in House, Least Dragonmark. ASHAYA D'LYRANDAR CLASS SKILLS Ashaya d'Lyrandar: Female half-elf sorcerer The dragonmark heir's class skills (and the key ability for 4/dragonmark). heir 3; CR 7; Medium humanoid (elf); each skill) are Appraise (Int), Bluff (Cha), Diplomacy HD 4d4+8 plus 3d8+6; hp 39; Init +1; Spd 30 ft.; AC (Cha), Intimidate (Cha), 14, touch 12, flat-footed 13; Base Atk +4; Grp +3; Atk Knowledge (arcana) (Int), Knowledge (nobility and roy-+3) melee touch (spell) or +5 ranged touch (spell); Full alty) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Atk +3 melee touch (spell); SA Speak Language (n/a), and Spellcraft (Int). Lesser Dragonmark; SQ half-elf traits, low-light vision; AL LN; SV Fort +6, Ref +5, Will +7; Str 8, Dex 13, Con Skill Points per Level: 4 + Int modifier. 14, Int 12, Wis 10, Cha 16. THE DRAGONMARK HEIR Skills and Feats: Balance +3, Bluff +13, Concentration +9, Diplomacy +10, Gather Information +5, Intimidate +5, Base Knowledge (arcana) +8, Listen +1, Perform (dance) +6, Search +2, Spellcraft +9, Spot +1; Empower Spell, Favored Attack Fort Ref Will in House*, Least Dragonmark*. Level Bonus Save Save Special *New feat described in Chapter 3. Lesser Dragonmark, Dragonmark: Ashaya has the lesser dragonmark of 1st +0 +2 +2 house status House Lyrandar (mark of storm) and the following spell- Additional action points, like abilities: 2/day—gust of wind (DC 15); 1/day—wind wall 2nd +1 +3 +3 +3 improved least (DC 16), wind's favor. Caster level 9th. The save DCs are dragonmark Charisma-based. 3rd +2 +3 +3 +3 Improved lesser Half-Elf Traits: Half-elves have immunity to magic dragonmark sleep effects. For all effects related to race, a half-elf is 4th +3 +4 +4 Harroved greater Sorcerer Spells Known (6/7/4; save DC 13 + spell level): dragonmark 0-arcane mark, detect magic, flare, light, read magic, touch of fatigue; 1st—disguise self, feather fall, magic missile; 2nd—scorching ray. CLASS FEATURES Possessions: Bracers of armor +2, ring of protection +1, Quaal's feather token (fan), potion of barkskin +3, potion of cure light wounds, All of the following are class features of the dragonmark scroll of blur, glamerweave gown, identification papers, heir. letter of credit. Weapon and Armor Proficiency: Dragonmark heirs ELDEEN RANGER gain no proficiency with any weapons, armor, or shields. When humans first came to the Eldeen Reaches, the orc Lesser Dragonmark: A dragonmark heir manifests natives shared their druidic traditions with the newcom- the lesser dragonmark of her house. She receives the Lesser ers. Over the centuries, these teachings were twisted and Dragonmark feat as a bonus feat without having to meet reinterpreted, and today five major sects exist in the the skill rank prerequisite. Eldeen Reaches. These groups dominate the great forest. Some seek to protect travelers and settlers from the dan- House Status: A dragonmark heir uses her level in gers of the wild, while others see it as their duty to drive this class as a bonus on all Charisma-related checks when civilization back from the Reaches and ultimately from dealing with members of her own house. Khorvaire itself. Additional Action Points: At 2nd level and beyond, After a ranger has learned the basic ways of wood a dragonmark heir's maximum action points per level is and wild, he can travel to the Eldeen Reaches and seek increased by 2, admission to one of the sects. A sect usually requires an applicant to pass one or more tests to prove his skill Improved Least Dragonmark; Beginning at 2nd and devotion to the ideals of the sect. Once he has been level, a dragonmark heir gains improved mastery of her accepted into the sect, an Eldeen ranger learns special least dragonmark. She can select a second spell-like ability techniques and abilities that help him to fulfill the goals associated with the least dragonmark for her house, or she of his sect. can use the least dragonmark spell-like ability techniques and abilities that help him to fulfill the goals associated with the least dragonmark for her house, or she of his sect. can use the least dragonmark spell-like ability she already possesses one additional time per day. Improved Lesser Dragonmark: Starting at 3rd level, a dragonmark heir gains improved mastery of her lesser dragonmark. She can select a second spell-like ability associated with the lesser dragonmark for her house, or she can use the lesser dragonmark spell-like ability she already possesses one additional time per day.74While some levels in the ranger class are required to CLASS SKILLSenter into this prestige class, the best Eldeen rangers alsohave one or more levels of druid in their background. This The Eldeen ranger's class skills (and the key ability for experience as a druid allows them to take advantage of the each skill) are Climb (Str). Craft (Int). Handle Animalfeats associated with their sects. (Cha). Heal (Wis). Hide (Dex). Jump (Str). Knowledge (dungeoneering) (Int). Knowledge (geography) (Int). Hit Die: d8. Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), SpotTHE DRUID SECTS (Wis), Swim (Str), and Use Rope (Dex). Each druid in Eberron belongs to one of the druid sects Skill Points per Level: 6 + Int modifier. described below. THE ELDEEN RANGER Ashbound: This fanatical sect takes the traditional beliefs of the druids to dangerous extremes. Its members Level Base Fort Ref Willseek to protect the wilds and preserve the natural order, 1st Attack Save Save Save Save Save Secial using a very broad definition of "unnatural" to determine 2nd Bonus +2 +2 +0 Sect ability Itheir actions. They consider arcane and divine magic to be 3rd +1 +3 +3 +0 Hated foeunnatural, for example, and go out of their way to strike 4th +2 +3 +3 +1 Sect ability IIat farms and ranches that attempt to confine or cultivate 5th +3 +4 +4 +1 Favored enemynature. The Ashbound prefer to avoid killing; their goal +4 +4 +4 Sect ability IIIis to encourage their targets to abandon their unnatural +5 ways and embrace the harmony of nature. CLASS FEATURES Children of Winter: Death, being a part of the natural order, draws some to its dark source of power. The Children All of the following are class features of the Eldeen ranger. of Winter seek to cleanse the land through blight, disease, Weapon and Armor Proficiency: Eldeen rangers areand cold, believing that the strong will survive to populate the great spring that lies beyond their dark winter. The end proficient with all simple and martial weapons, and withof the current age is coming, as evidenced by the creation light armor and shields (except tower shields).of the Mournland, and the Children of Winter see them-selves as agents of nature—cleansing Khorvaire so that it Sect Ability I: Each of the five major sects within thecan bloom anew. Eldeen Reaches embraces a different aspect of nature. At 1st level, an Eldeen ranger must select a sect. This choice Gatekeepers: The Gatekeepers protect nature from provides him with a defensive ability unique to his sect. Unnatural threats, specifically aberrations, fiends, and other ancient evils. See Chapter 8: Organizations for additional Ashbound—Resist the Arcane (Ex): An Ashbound Eldeeninformation about this druid sect. ranger gains a +2 bonus on saving throws to resist arcane spells. (This bonus does not apply to saves against spell- Greensingers: This small druid sect maintains a like or supernatural abilities.) strong bond with the fey of the Eldeen Reaches. As wildand chaotic as the forest spirits they revere, the Green- Children of Winter-Resist Poison (Ex): A Child of Wintersingers embrace revely as they dance through the magical Eldeen ranger gains a +2 bonus on saving throwsworld of the forest and the fey. against poison. Wardens of the Wood: The largest and most influ- Gatekeepers—Resist Corruption (Ex): A Gatekeeper Eldeenential of the Eldeen sects, the Wardens of the Wood guard ranger gains a +2 bonus on saving throws to resist the spell-the plains and

forests. They are most closely connected to like, supernatural, and psionic abilities of aberrations.the Great Druid Oalian. See Chapter 8: Organizations foradditional information about this druid sect. Greensingers—Resist Nature's Lure (Ex): A Greensinger Eldeen ranger gains a +4 bonus on saving throws againstREQUIREMENTS the spell-like abilities of fey. To qualify to become an Eldeen ranger, a character must Wardens of the Wood—Nature Sense (Ex): A Warden of thefulfill all the following criteria. Wood Eldeen ranger gains a +2 bonus on Knowledge (nature) and Survival checks. Alignment: Requirement varies by sect: Ashbound: No restriction. Hated Foe (Ex): At 2nd level and higher, when he Children of Winter: Any nongood. attacks a creature that is his favored enemy, an Eldeen Gatekeepers: Any nonevil. ranger can spend 1 action point to make a mighty attack Greensingers: Any chaotic. against that creature. (This expenditure allows the Eldeen Wardens of the Wood: Any nonevil. ranger to make this special attack; do not add the action Base Attack Bonus: +5. point die roll to the attack roll.) If the mighty attack hits, Skills: Knowledge (nature) 6 ranks, Survival 8 ranks. it deals double damage. Feat: Track. Special: Favored enemy class feature. Sect Ability II: At 3rd level, an Eldeen ranger gains Also, before taking his first level in this class, a char- a new ability related to his sect.acter must train in the Eldeen Reaches with other membersof the sect that he wishes to join. Ashbound—Ferocity (Ex): An Ashbound Eldeen ranger continues to fight without penalty even while disabled or dying. Children of Winter—Resist Corruption (Ex): A Child of Winter Eldeen ranger gains immunity to disease, and he also gains 75PRESTIGE CLASSES a +2 bonus on saving throws against mind-affecting spells to his attack roll and deals 1 extra point of damage per and abilities (charms, compulsions, phantasms, patterns, Eldeen ranger level. If the character accidentally smites and morale effects), a creature that is not evil, the smite has no effect but the ability is still used up for the day. Gatekeepers—Darkvision (Ex): A Gatekeeper Eldeen ranger gains darkvision out to 60 feet. If he already has dark- GATHAN WARDEN vision, the radius of its effect increases by 30 feet. Gathan Warden: Male human ranger 5/Warden of Greensingers—Unearthly Grace (Su): A Greensinger Eldeen the Wood Eldeen ranger 4; CR 9; Medium humanoid; ranger adds his Charisma bonus (if any) as a modifier to HD 5d8+5 plus 4d8+4; hp 53; Init +3; Spd 30 ft.; AC his saving throws. 19, touch 13, flat-footed 16; Base Atk +9; Grp +11; Atk +14 ranged (1d8+3/19-20/×3, +1 composite longbow) or +11 Wardens of the Wood—Improved Critical (Ex): A Warden of the melee (1d8+2/19-20, longsword) or +11 melee (1d4+2/ Wood Eldeen ranger gains the Improved Critical feat for 19-20, dagger or silver dagger); Full Atk +14/+9 ranged a thrown or ranged weapon of his choice. (1d8+3/19-20/×3, +1 composite longbow) or +11/+6 melee (1d8+2/19–20, longsword) or +11/+6 melee (1d4+2/19– Favored Enemy (Ex): At 4th level, an Eldeen ranger 20, dagger or 1d4+1/19–20, silver dagger); SA combat gains a favored enemy. This ability works just like the style (archery), favored enemy aberrations +4, favored ranger's favored enemy ability, and it allows the Eldeen enemy magical beasts +4, favored enemy humanoids ranger to increase the bonus against one of his favored [gnoll] +2, hated foe, keen arrows, spells; SQ animal enemies as if he had just gained another favored enemy companion, nature sense, wild empathy; AL N; SV Fort from his ranger class. +9, Ref +11, Will +4; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8. Sect Ability III: At 5th level, an Eldeen ranger gains a final ability related to his sect. Skills and Feats: Hide +15, Knowledge (geography) +12, Knowledge (nature) +16, Listen +14, Move Silently +15, Ashbound—Spell Resistance (Ex): An Ashbound Eldeen Spot +14, Survival +16; EnduranceB, Far Shot, Improved ranger gains spell resistance 20, Critical (longbow)B, Point Blank Shot, Precise Shot, Rapid ShotB, TrackB, Weapon Focus (longbow), Children of Winter—Touch of Contagion (Su): A Child of Winter Eldeen ranger gains the ability to spread disease, Animal Companion (Ex): Gathan has a wolf as an as the contagion spell, three times per day. animal companion. Its statistics are as described on page 283 of the Monster Manual, except that Gathan can handle it Gatekeepers— Slippery Mind (Ex): A Gatekeeper Eldeen as a free action and share spells if the companion is within ranger gains the ability to wriggle free from magical 5 feet (see page 36 of the Player's Handbook). effects that would otherwise compel him. If the character is affected by an enchantment spell or effect and fails his Combat Style (Ex): Gathan has selected archery. He saving throw, he can attempt it again 1 round later at the gains the Rapid Shot feat without having to meet the same DC. He gets only this one extra chance to succeed on prerequisites. his saving throw. Favored Enemy (Ex): Gathan gains a +4 bonus on Greensingers—Damage Reduction (Su): A Greensinger Eldeen Bluff, Listen, Sense Motive, Spot, and Survival checks ranger gains damage reduction 3/cold iron. when using these skills against aberrations or magical beasts. He gets the same bonus on weapon damage rolls Wardens of the Wood—Smite Evil (Su): Once per day, a against aberrations or magical beasts. Warden of the Wood Eldeen ranger can attempt to smite evil with one normal melee attack. Against humanoids with the gnoll subtype, he He adds his Charisma gains a +2 bonus on these skill checks and on weapon bonus (if any) damage rolls. Eldeen ranger Hated Foe (Ex): When he attacks an aberration, a magical beast, or a humanoid with the gnoll subtype, Gathan can spend 1 action point to make a mighty attack against that favored enemy. If the mighty attack hits, it deals double damage. Wild Empathy (Ex): Gathan can improve the atti- tude of a sentient being. He rolls 1d20+5, or 1d20+1 if attempting to influence a magical beast with an Intelligence score of 1 or 2. Ranger Spells Prepared (1; save DC 12 + spell level): 1st longstrider. Possessions: +2 studded leather, longsword, dagger, silver dagger, +1 composite longbow (+2 Str bonus), 3 sleep arrows, 20 arrows, 10 cold iron arrows, slaving arrow (aberrations), amulet of natural armor +1, potion of shield of faith +3, potion of endure elements (acid). potion of endure elements (fire). THE EXORCIST OF THE SILVER FLAMEBaseAttack Fort Ref Will PRESTIGE CLASSESLevel Bonus Save Special Spells per Day Flame of censure, weapon of the exorcist —1st +1 +2 +0 +2 Weapon of silver +1 level of existing class Darkvision 30 ft., resist possession, smite evil 1/day +1 level of existing class2nd +2 +3 +0 +3 Detect thoughts at will, weapon of good — Silver exorcism +1 level of existing class3rd +3 +3 +1 +3 Darkvision 60 ft., weapon of flame +1 level of existing class Smite evil 2/day — 4th +4 +1 +4 Weapon of law +1 level of existing class3rd +3 +3 +1 +3 Darkvision 60 ft., weapon of flame +1 level of existing class Smite evil 2/day — 4th +4 +1 +4 Weapon of law +1 level of existing class3rd +3 +3 +1 +3 Darkvision 60 ft., weapon of flame +1 level of existing class Smite evil 2/day — 4th +4 +1 +4 Weapon of law +1 level of existing class Smite evil 1/day +1 level of existing class Smite evil 2/day — 4th +4 +1 +4 Weapon of law +1 level of existing class Smite evil 2/day = 0.5 mite evil class Weapon of sacred flame +1 level of existing class5th +5 +4 +1 +4 Warding flame ---6th +6 +5 +2 +57th +7 +5 +2 +58th +8 +6 +2 +69th +9 +6 +3 +610th +10 +7 +3 +7EXORCIST OF THE CLASS FEATURESSILVER FLAME All of the following are class features of the exorcist of the The Church of the Silver Flame is dedicated to fighting Silver Flame.supernatural forces of evil across Khorvaire. Trying toremain above the lingering conflicts of the Last War, the Weapon and Armor Proficiency: Exorcists of thechurch focuses its energy on combating extraplanar threatssuch as possessing devils and corrupting demons. Leading Silver Flame gain no proficiency with any weapons, armor, this unceasing war are the exorcists of the Silver Flame, spiritual heroes who channel the power of the Silver Flame or shields to ward off evil outsiders, cast out possessing spirits, and smite the material forms of the forces of evil. Spells per Day: At 2nd level and at the higher levels Exorcists of the Silver Flame are drawn from the indicated on the table, when a new exorcist of the most experienced and dedicated champions of the church, primarily clerics and paladins. Multiclass Flame level is gained, the character gains new spells percleric/wizards (and accomplished mystic theurges of thechurch) are also drawn to the class, though most of these day as if she had also gained a cleric or paladin level. Sheretain their emphasis on divine spells and powers. does not, however, gain any other benefit a Most exorcists of the Silver Flame are active in theworld, out on the front lines of the war against evil. A few character of that class would have gainedNPC exorcists might be found in a state of retirement—sophysically and emotionally scarred from their experiences (improved ability to turn undead andthat their minds border on insanity. so on). This essentially means that she Hit Die: d8. adds these exorcist of the SilverREOUIREMENTS Flame levels in Exorcist of the Silver Flame, acharacter must fulfill all the following criteria. cleric or paladin, then deter- Silver Flame Alignment: Any good. mines spells per day and caster Base Attack Bonus: +3. Skills: Knowledge level accordingly.(religion) 8 ranks. Spells: Able to cast 1st-level divine spells. If a character had levels Special: Worshiper of the Silver Flame. in both cleric and paladinCLASS SKILLS before she became an The exorcist of the Silver Flame's class skills (and the keyability for each skill) are Concentration (Con), Craft (Int), exorcist of the SilverIntimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession Flame, she must decide(Wis), Sense Motive (Wis), and Spellcraft (Int), to which class she adds Skill Points per Level; 2 + Int modifier, each level of exorcist for the purpose of determining spells per day. Flame of Censure (Su); An exorcist of the Silver Flame can manifest the mys- tical power of the Silver Flame to ward off outsiders with the evil sub- type. The exorcist makes a Charisma check and consults Table 8–9: Turning Undead, page 159 of RL 77PRESTIGE CLASSES the Player's Handbook, using her character level to determine treats the weapon as good-aligned, silver, and magic for the most powerful outsider she can affect. She then rolls the purpose of overcoming damage reduction. 2d6 + her level in this class + her Cha modifier for turning damage. Using both her character level and class level in Silver Exorcism (Su): At 5th level and higher, an this manner means that she is more likely to affect a single exorcist of the Silver Flame gains a +2 bonus on Charisma powerful outsider, but unlikely to censure more than one checks to force possessing spirits out of the bodies they of them. inhabit, as well as on all dispel checks and caster level checks to harm, banish, or overcome the spell resistance A censured outsider is stunned for 1 round by the of evil outsiders. This includes dispel checks to dispel a power of the Silver Flame channeled through the exorcist. summon monster spell when the summoned monster is an evil If the exorcist's character level is at least twice the outsider's outsider. However, the bodies they inhabit take 1d6 points Hit Dice, she banishes the outsider back to its home plane. of sacred damage. An exorcist can use this ability a number of times per day equal to 3 + her Cha modifier. Weapon of Flame (Su): Starting at 6th level, an exor- cist of the Silver Flame wielding her chosen weapon deals Weapon of the Exorcist (Su): An exorcist of the Silver an extra 1d6 points of fire damage on a successful hit. Flame chooses a weapon with which she dispenses the will of the church. The chosen weapon must be a weapon of Law (Su): Starting at 8th level, an exorcist the exorcist of the Silver Flame is proficient with, and must of the Silver Flame wielding her chosen weapon treats the have been in her possession for the last 24 hours. While weapon as lawful-aligned, good-aligned, silver, and magic wielding this weapon, the exorcist has a +1 sacred bonus for the purpose of overcoming damage reduction. on damage rolls, and she treats it as a magic weapon for the purpose of overcoming damage reduction. Weapon of Sacred Flame (Su): Starting at 9th level, an exorcist of the Silver Flame wielding her chosen weapon deals An exorcist of the Silver Flame may only have one an extra 1d6 points of sacred damage on a successful hit. weapon of the exorcist at a time. Warding Flame (Su): At 10th level, an exorcist of Weapon of Silver (Su): Starting at 2nd level, an exor- the Silver Flame can bathe herself in silver flame as a free cist of the Silver Flame wielding her chosen weapon treats action. As long as the warding flame covers her, she gains the weapon as silver as well as magic for the purpose of a +2 sacred bonus to Armor Class and saving throws. In overcoming damage reduction, addition, she gains spell resistance 25 against evil spells and spells cast by evil creatures. Darkvision (Ex): If she does not already have it, an exorcist of the Silver Flame gains darkvision out to 30 feet Any evil creature that makes a successful melee attack at 3rd level. The radius of the effect increases to 60 feet at against an exorcist of the Silver Flame while she is bathed 6th level. in her warding flame must make a Fortitude save (DC 20 + exorcist's Cha modifier) or be blinded. Resist Possession (Su): Beginning at 3rd level, an exorcist of the Silver Flame receives a +4 sacred bonus The warding flame also provides bright illumination on saving throws against possession. including magic jar up to 30 feet from the exorcist and shadowy illumination up spells, ghostly malevolence, and fiendish possession. She to 60 feet. It can be dismissed at any time. also receives a +2 sacred bonus on saving throws against all charm and compulsion spells and effects cast by evil DAVIENNE OF SIGILSTAR outsiders or undead. Davienne of Sigilstar: Female halfling cleric 5/ Smite Evil (Su): Starting at 3rd level, once per day an exorcist of the Silver Flame 5; CR 10; Small humanoid; HD exorcist of the Silver Flame can attempt to smite evil with 5d8+10 plus 5d8+10; hp 68; Init +0; Spd 15 ft.; AC 20, touch one normal melee attack. She adds her Charisma bonus (if 11, flat-footed 20; Base Atk +8; Grp +4; Atk +11 melee (1d6+2, any) to her attack roll and deals 1 extra point of damage per +1 ghost touch morningstar) or +9 ranged (1d8, heavy crossbow); exorcist level. If an exorcist accidentally smites a creature Full Atk +11/+6 melee (1d6+2, +1 ghost touch morningstar) or +9 that is not evil, the smite has no effect but the ability is still ranged (1d8, heavy crossbow); SA silver exorcism, flame used up for that day. An exorcist who is also a paladin and/ of censure (+2, 2d6+7, 10th), smite evil 1/day, spells, turn or cleric adds her daily uses of this ability from each class undead (+4, 2d6+7, 5th), weapon of the exorcist level to her paladin level and/ silver, good); SO darkvision 30 ft., detect thoughts at will (DC or cleric level to determine extra damage. For example, a 17), halfling traits, resist possession; AL LG; SV Fort +11, Ref 5th-level cleric/10th-level paladin/3rd-level exorcist of the +3, Will +12; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14. Silver Flame can smite evil four times per day (3/day from her paladin levels and 1/day from her paladin/3rd-level exorcist of the +3, Will +12; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14. Silver Flame can smite evil four times per day (3/day from her paladin levels and 1/day from her exorcist levels) and Skills and Feats: Climb -3. Concentration +11. Jump -9. deals an extra 18 points of damage on a successful smite. Knowledge (religion) +11. Listen +5. Move Silently -3: Extra Turning. Greater Spell Pen- At 7th level and higher, an exorcist can smite evil one etration, Spell Penetration, Weapon Focus (morningstar). additional time per day. Silver Exorcism (Su): See prestige class description. Detect Thoughts (Sp): Beginning at 4th level, an Smite Evil (Su): Davienne can attempt to smite evil exorcist of the Silver Flame can use detect thoughts at will, with one normal melee attack. She adds +2 to her attack roll as the spell. The save DC is 10 + exorcist's class level + and deals an extra 5 points of damage. Smiting a creature that exorcist's Cha modifier, is not evil has no effect but uses the ability for that day. We apon of the Exorcist (Su): Davienne has desig- Weapon of Good (Su): Starting at 4th level, an nated her morningstar as her chosen weapon. She has a +1 exorcist of the Silver Flame wielding her chosen weapon. She has a +1 exorcist of the purpose of overcoming damage reduction. Halfling Traits: +2 morale bonus on saves against fear;+1 bonus on attack rolls with thrown weapons and slings. Resist Possession (Su): +4 bonus on saves against possession, +2 bonus on saves against charms and com-pulsions cast by evil outsiders or undead. Cleric Spells Prepared (6/6/5/5/3; save DC 13 + spell level):0-detect magic (2), guidance, light (2), resistance; 1st-bless, detect evil(2), divine favor, protection from evil*, remove fear; 2nd-aid*, bear'sendurance, owl's wisdom, resist energy, spiritual weapon; 3rd-dispelmagic, invisibility purge, remove curse*, searing light (2): 4th—dismissal.divine power, holv smite*, Caster level 8th, * Domain spell, Domains; Exorcism (force possessingspirits out of bodies; see page 106), Good (cast good spellsat +1 caster level), Possessions; +2 chainmail, +1 ghost touch morningstar, flame-touched iron holv symbol, heavy crossbow and 20 bolts, +1 light steel shield, scrolls of searing light and lesser restoration, potion of shield of faith +5, identification papers. EXTREME EXPLORER Extreme explorer KAThe ancient depths of Sharn, the tangled jungles of Script (Int), Escape Artist (Dex), Q'barra, the howling crags of the Demon Wastes, and the Jump (Str), Knowledge (arcana) (Int), Knowledge (dun-cyclopean ruins of Xen'drik are like home to the extreme geoneering) (Int), Knowledge (history) (Int), Listenexplorer. Whether motivated by a thirst for knowledge (Wis), Open Lock (Dex), Ride (Dex) Search (Int), Speakabout Eberron's most ancient civilizations, a hunger Language (n/a), Survival (Wis), Swim (Str), Tumble (Dex), for the long-lost secrets of tremendous arcane power, or Use Magic Device (Cha), and Use Rope (Dex). simply a lust for gold, extreme explorers subject themselves to tremendous danger to achieve their goals—and somehow Skill Points per Level: 6 + Int modifier.manage to escape in one piece, often by the skin of theirteeth. The extreme explorer is the iconic action hero of THE EXTREME EXPLOREREberron: courageous, resourceful, determined, and justplain lucky. Base The key feature of the extreme explorer is his use Attack Fort Ref Willof action points. He gains more action points than most other characters, and gains action-oriented bonus feats to Level Bonus Save Save Save Specialhelp him spend those points in dramatically heroic ways. Members of any class can gualify to become extreme 1st +0 +2 +0 Additional action points, explorers without much difficulty, though rogues have aparticular inclination toward this prestige class. trap sense +1 NPC extreme explorers are guite rare. They work best 2nd +1 +0 +3 +0 Dodge bonus +1, evasion, in the campaign as plot devices. They can fail to return froman expedition deep beneath Sharn, send their notebooks to extreme hustlea PC pupil before disappearing forever in Xen'drik, or hirethe PCs to accompany them into the Demon Wastes. 3rd +2 +1 +3 +1 Trap sense +2, bonus feat Hit Die: d8. 4th +3 +1 +4 +1 Dodge bonus +2, REQUIREMENTS extreme actionTo gualify to become an extreme explorer, a character 5th +3 +1 +4 +1 Trap sense +3, bonus featmust fulfill all the following criteria. CLASS FEATURES Base Attack Bonus: +4. Skills: Knowledge (dungeoneering) 4 ranks, Survival All of the following are class features of the extreme4 ranks. explorer. Feat: Action Boost. Weapon and Armor Proficiency: Extreme explorersCLASS SKILLS gain no proficiency with any weapons, armor, or shields. The extreme explorer's class skills (and the key ability Additional Action Points: An extreme explorer's for each skill) are Balance (Dex), Climb (Str), Decipher maximum action points per level increases by 2. 79PRESTIGE CLASSES Trap Sense (Ex): An extreme explorer has an intui- Changeling Traits (Ex/Su): +2 bonus on saves against tive sense that alerts him to danger from traps, providing magic sleep and charm effects; minor change shape. a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps. Evasion (Ex): If Rous is exposed to any effect that These bonuses increase by 1 every two extreme explorer normally allows him to attempt a Reflex saving throw levels thereafter (to +2 at 3rd and +3 at 5th level). Trap for half damage, he takes no damage with a successful sense bonuses gained from multiple classes stack. saving throw. Dodge Bonus (Ex): At 2nd level, an extreme explor- Extreme Hustle (Ex): As a free action once per round, er's intuitive sense expands to combat. When not encum- Rous can spend 1 action point to gain a move action. bered and wearing light armor or unarmored, he gains a +1 dodge bonus to his Armor Class. At 4th level this bonus Trap Sense (Ex): Against attacks by traps, Rous gets increases to +2. An extreme explorer loses this bonus when a +4 bonus on saving throws and a +4 dodge bonus to he is immobilized or helpless, when he wears any armor Class. other than light armor, when he carries a shield, or when he carries a medium or heavy load. Trapfinding (Ex): Rous can use a Search check to locate a trap when the task has a DC higher than 20. Evasion (Ex): An extreme explorer of 2nd level or higher can avoid even magical and unusual attacks with Uncanny Dodge (Ex): Rous retains his Dexterity great agility. If he makes a successful Reflex saving throw bonus to Armor Class even when caught flat-footed. against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can Possessions: +2 studded leather armor, +1 heavy mace, whip, gloves be used only if an extreme explorer is wearing light or of Dexterity +2, salve of slipperiness, unguent of timelessness, universal no armor. A helpless extreme explorer does not gain the solvent, glyphbook, letter of margue, identification papers, benefit of evasion. traveling papers. Extreme Hustle (Ex): As a free action once per HEIR OF SIBERYS round, an extreme explorer can spend 1 action point to gain a move action. The people of Khorvaire have a limited understanding of dragonmarks, and Siberys marks are a complete mystery. Bonus Feat: At 3rd level and at 5th level, an extreme The magic of a Siberys mark is undeniably powerful, gener- explorer gains a bonus feat These bonus feats must be ally duplicating a spell of 7th or 8th level. Siberys marks selected from the following list, and the extreme explorer are clearly related—visually, thematically, and genetically— must meet the prerequisites of a feat to select it. to the other marks in their house. A dragonmark heir may spend years perfecting and mastering the powers of Action Surge, Heroic Spirit, Pursue, Spontaneous his mark, but can never manifest a Siberys mark, while an Casting. unmarked scion of a dragonmarked house might suddenly display a Siberys mark against all expectations. Siberys marks Extreme Action (Ex): Any time an extreme explorer are mighty, unpredictable, and rare, and the dragonmarked spends 1 action point to improve the result of a d20 roll, houses keep a careful eye on anyone who manifests one. If he has a chance to retain the action point. If the result of its power can be used in the service of the house, fine—but the modified d20 roll was a success, and if the result of the an heir of Siberys who does not conceal his dragonmark action point, find himself the target of assassins. ROUS Characters of every class manifest marks of Siberys, though not before reaching high level. Rous: Male changeling rogue 6/extreme explorer 3; CR 9; Medium humanoid (shapechanger); HD 6d6+12 Hit Die: d6. plus 3d8+6; hp 55; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 19; Base Atk +6; Grp+7; Atk +11 melee (1d6+2/ REQUIREMENTS 18–20, +1 rapier) or +10 melee (1d3 nonlethal, whip); Full Atk +11/+6 melee (1d6+2/18–20, +1 rapier) or +10/+5 melee (1d3 To gualify to become an heir of Siberys, a character must nonlethal, whip); SA sneak attack +3d6; SQ action points, fulfill all the following criteria. changeling traits, evasion, extreme hustle, trap sense +4, trapfinding, uncanny dodge; AL N; AP 5; SV Fort +5, Ref Race: Dragonmarked race. +12, Will +3; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 8. Level: 15 ranks in any two skills. Feats: Heroic Spirit*. Skills and Feats: Balance +16, Bluff +1, Climb +13, Dis- Special: A character who has the Aberrant Dragon-able Device +14, Escape Artist +4, Intimidate +1, Jump mark, Lesser Dragonmark, or Greater +13, Knowledge (dungeoneering) +4, Open Lock +16, Dragonmark feat cannot enter this prestige class. Also, Search +14, Sleight of Hand +6, Survival +2, Tumble +16, once a character gains any levels in this class, he can't adopt Use Magic Device +8, Use Rope +11; Action Boost, Action the dragonmark heir prestige class. Surge, Exotic Weapon Proficiency (whip), Heroic Spirit, *New feat described on page 55. Weapon Finesse. CLASS SKILLS Action Points: Because of his Heroic Spirit feat and his status as an extreme explorer, Rous gains an additional Any skill that is a class skill for one of an heir of Siberys's 5 action points per level. other classes is a class skill for his heir of Siberys is a class skill for his heir of Siberys is a class skill for one of an heir of Siberys's 5 action points per level. class as well. Skill Points per Level: 2 + Int modifier.80THE HEIR OF SIBERYSLevel Base Fort Ref Will Special Spells per Day PRESTIGE CLASSES1st Attack Save Save Additional action points, bonus feat -2nd Bonus +2 +2 +2 Siberys mark +1 level of existing class (or bonus feat)3rd +0 +3 +3 +3 Improved Siberys mark +1 level of existing class (or bonus feat) +1 +3 +3 +3 +2 CLASS FEATURES mark ability. He can use the Siberys dragonmark spell-like ability he already possesses one additional time per day. All of the following are class features of the heir of Siberys. Weapon and Armor Proficiency: Heirs of Siberys RURIK D'KUNDARAKgain no proficiency with any weapons, armor, or shields. Rurik d'Kundarak: Male dwarf fighter 12/heir of Additional Action Points: At 1st level, an heir of Siberys 2; CR 14; Medium humanoid; HD 12d10+36 plusSiberys's dragonmark begins to form and his maximumaction points per level increases by 2. 2d6+6; hp 119; Init +2; Spd 20 ft.; AC 19, touch 12, flat- Bonus Feat: An heir of Siberys must meet the prerequisites of the +1 defending dwarven waraxe) or +17 ranged (1d8+3, +1 throwingfeat to select it. warhammer); Full Atk +19/+14/+9 melee (+1 defending dwarven Action Surge, Favored in House, Pursue, Spontaneous Casting. waraxe) or +17 ranged (+1 throwing warhammer); SQ action points, Siberys Mark (Sp): At 2nd level, an heir of Siberys darkvision 60 ft., dwarf traits, Siberys mark; AL N; AP 5; manifests the full Siberys mark of his house, gaining a spell-like ability from the following list. If the mark SV Fort +14, Ref +9, Will +7; Str 16, Dex 15, Con 16, Intassociated with the character's house offers two spell-likeabilities, he selects one. 12, Wis 10, Cha 6. Mark of Detection: Moment of prescience 1/day. Skills and Feats: Intimidate +15, Heir of Mark of Finding: Discern location 1/day. Mark of Handling: Awaken 1/day or summon nature's ally Listen +11, Spot +11; Alert-SiberysVI 1/day. Mark of Healing: Mass heal 1/day. ness, Cleave, Great Cleave, Mark of Hospitality: Refuge 1/day. Mark of Sentinel: Mind blank 1/day. Mark of Shadow: Greater prying eyes 1/day or greater scry- Greater Weaponing 1/day. Mark of Storm: Storm of vengeance 1/day. Specialization Mark of Warding: Prismatic wall 1/day. A saving throw against a Siberys dragonmarkpower has a DC of 10 + the level of the spell + heir's Cha modifier. The caster level for any Siberys dragonmarkpower is 15th. Spells per Day: At 2nd and 3rd level, an heirof Siberys who previously had levels in a spellcastingclass gains new spells per day as if he had also gained a level in that class. He does not, however, gain anyother benefit a character of that class would normallygain. This essentially means that he adds one level tohis levels in one other spellcasting class, then deter-mines spells per day and caster level accordingly. If the character has no spellcasting classes, hegains a bonus feat of his choice instead. He must meet the prerequisites of a feat to select it. Improved Siberys Mark (Sp): At 3rd level, anheir of Siberys gains improved mastery of his Siberys(dwarven waraxe)B, Heroic Spirit*, Power Attack, Two- THE MASTER INQUISITIVE Weapon DefenseB, Two-Weapon FightingB, Weapon Focus (dwarven waraxe)B, Weapon Focus action points per level. 1st +0 +0 +2 +0 Bonus feat, Dwarf Traits: +4 bonus on ability checks to resist contact (3rd level) being bull rushed or tripped; +2 bonus on saving throws 2nd +1 +0 +3 +0 Discern lies against poison, spells, and spell-like effects; +1 bonus on Bonus feat, attack rolls against orcs and goblinoids; +4 bonus to AC 3rd +2 +1 +3 +1 contact (6th level) against giants; +2 bonus on Search checks to notice unusual 4th +3 +1 +4 +1 True seeing stonework; +2 bonus on Appraise or Craft checks related to stone or metal. 5th +3 +1 +4 +1 Siberys Mark (Sp): 1/day—prismatic wall. Caster level 15th CLASS FEATURES Possessions: Bracers of armor +5, +1 throwing warhammer, +1 defending dwarven waraxe, amulet of natural armor +1, potion of shield of All of the following are class features of the master faith +5, potion of blur, spiked gauntlets, identification papers. inquisitive. MASTER INQUISITIVE Weapon and Armor Proficiency: The master inquisitive gains no proficiency with any weapons, armor, The master inquisitive takes the art of investigation and or shields. deduction to the ultimate level, rising to the top of the field. A master inquisitive could be an elite freelance Zone of Truth (Sp): A master inquisitive can use zone investigator, or a master detective working for a recognized of truth once per day as a spell-like ability, duplicating the law enforcement organization somewhere in Khorvaire. effect of the zone of truth spell. The character can spend 2 He might be an investigative chronicler digging up details action points to gain one additional use of this ability. on corruption and conspiracies. Whatever his occupation, the master inquisitive specializes in solving mysteries and Bonus Feat: At 2nd and 4th level, a master inquisitive shedding light on the darkest secrets. gains a bonus feat. The bonus feat must be selected from the following list, and the master inquisitive must meet Many dabblers in the field call themselves inquisitives, the prerequisites of the feat to select it, but only a select few attain the status of master. The master inquisitive is the quintessential investigator, with a reputation Alertness, Deceitful, Heroic Spirit, Improved Initia- for tenacity and success that is well deserved. The best in the tive, Iron Will, Negotiator, Persuasive, Recognize Impos- field often come up through the ranks of rogue or bard, but tor, Research, Toughness, Track, Urban Tracking. members of every class with an insatiable curiosity and a need to solve mysteries can attain the title of master inquisitive. Contact: A master inquisitive associates and informants. Each time the char- The master inquisitive's intuition and insight becomes acter gains a contact, the DM should develop an NPC to so finely tuned as to appear supernatural, and, indeed, he represent the contact. The contact must be a member of manifests a few spell-like abilities to help him in his search an NPC class (adept, aristocrat, commoner, expert, mage- for truth and the solutions to the mysteries he confronts wright. or warrior). on a regular basis. Contacts might be informants, criminals, chroniclers, Hit Die: d8. shopkeepers, coach drivers, household servants, clerks, or others who can provide limited aid and information per-REQUIREMENTS taining to a master inquisitive's endeavors. To qualify to become a master inquisitive, a character must A contact does not accompany a master inquisitive fulfill all the following criteria. on missions or risk his or her life in any overt manner. A contact can, however, provide information, develop leads, Skills: Gather Information 6 ranks, Search 3 ranks, or render a service (make a specific skill check on behalf Sense Motive 6 ranks. of the inquisitive). Feat: Investigate*. At 2nd level, a master inquisitive gains a 3rd-level *New feat described on page 55. contact. At 4th level, a master inquisitive gains a 6th- level contact. CLASS SKILLS The character can't call upon the same contact more The master inquisitive's class skills (and the key ability for than once per week. When he calls on a contact, compen- each skill) are Bluff (Cha), Decipher Script (Int), Gather sation is required for the services rendered. Professional Information (Cha), Knowledge (local) (Int), Listen (Wis), contacts, such as adepts, aristocrats, and magewrights, Search (Int), Sense Motive (Wis), and Spot (Wis). require favors in return. Criminal or working-class con- tacts, including commoners, experts, and warriors, usually Skill Points per Level: 6 + Int modifier. demand money for the services they provide. Prices for a contact's services are based on the contact's class and level, as shown on the following table. Unlike with hirelings, a master inquisitive personally knows and has a longstand- ing relationship with his contact's Class Cost for Services Rendered Master inguisitiveAdept 1 gp/level or favor in return Half-Elf Traits: Half-elves have immunity to magicAristocrat Favor in return sleep effects. For all effects related to race, a half-elf is considered an elf.Commoner 2 sp/level Bard Spells Known (3/4/2; save DC 13 + spell level):Expert 5 sp/level 0-daze, detect magic, know direction, mage hand, message, read magic; 1st—comprehend languages, cure light wounds, disguise self, obscureMagewright 1 gp/level or favor in return object; 2nd—detect thoughts, locate object, suggestion.Warrior 5 sp/level Possessions: +1 chain shirt, +1 longsword, lens of detection Heward's handy haversack, inquisitive's kit, flute, identification papers. Discern Lies (Sp): Starting at 3rd level, a master WARFORGED JUGGERNAUTinquisitive can use discern lies once per day as a spell-like Some believe that the ultimate expression of the warforged ability, duplicating the effect of the discern lies spell. The experiment is the juggernaut, a path that allows warforged to become more and more like true constructs and less likecharacter can spend 2 action points to gain one additional their living creators.use of this ability. As a machine of war, the juggernaut is among the best at dealing damage and sustaining punishment. Some war-True Seeing (Sp): At 5th level, a master inquisitive can forged refuse to take up the mantle of juggernaut because it accentuates their construct heritage at the cost of theiruse true seeing once per day as a spell-like ability, duplicating living aspects. Nonetheless, for a warforged who wants to become an engine of destruction, the juggernaut prestigethe effect of the true seeing spell. The character can spend 2 class is the best road by which to get there action points to gain one additional use of this ability. A number of warforged juggernauts make their homes in the Mournland. Many of these characters follow the CREILATH MOVANEK powerful juggernaut known as the Lord of Blades. Creilath Movanek: Male half-elf bard 4/master inguisi- Hit Die: d12.tive 4; CR 8; Medium humanoid (elf); HD 4d6+4 plus 4d8+4; hp 42; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 15;Base Atk +6; Grp+6; Atk +7 melee (1d8+1/19–20, +1 longsword) or +8 ranged (1d8/19–20, +1 longsword) or +8 ranged (1d8/19–20, light crossbow); Full Atk +7/+2melee (1d8+1/19–20, +1 longsword) or +8 ranged (1d8/19–20, light crossbow); SQ bardic knowledge +7, bardic music 5/day(countersong, fascinate, inspire competence, inspire courage), zone of truth 1/day, contact (3rd-level warrior), discern lies 1/day, low-light vision, half-elf traits; AL N; SV Fort +3, Ref +10, Will +4; Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 16. Skills and Feats: Bluff +14, Diplomacy +9, Gather Infor-mation +20, Intimidate +5, Knowledge (local) +13, Listen+13, Perform (oratory) +15, Search +18, Sense Motive+10, Spot +10; Alertness, Investigate*, ResearchB, SkillFocus (Perform). *New feat described on page 55. Bardic Music: Creilath can use bardic music fivetimes per day. Countersong (Su): Creilath can counter magical effects that depend on sound by making a Perform check for eachround of countersong. Any creature within 30 feet of himwho is affected by a sonic or language-dependent magicalattack can use the Creilath's Perform check result in placeof his or her saving throw if desired. Countersong lasts forup to 10 rounds. Fascinate (Sp): Creilath can cause up to three creatures within 90 feet that can see and hear him to become fascinated with him (sit quietly, -4 penalty on skill checks made asreactions, such as Listen and Spot checks). His Performcheck result is the DC for the opponents' Will saves. Any obvious threat breaks the effect. Fascination lasts for upto 8 rounds. Inspire Competence (Su): An ally within 30 feet who cansee and hear Creilath gets a +2 competence bonus on skillchecks with a particular skill for as long as he can hear themusic. Inspire competence lasts for up to 20 rounds. Inspire Courage (Su): Allies (including Creilath himself) who can hear Creilath receive a +1 morale bonus on savesagainst charm and fear effects and a +1 morale bonus on attack rolls. The effect lasts for 5 rounds after the ally can no longer hear Creilath. 83PRESTIGE CLASSES juggernaut can also add its class level to Strength checks when trying to break down doors. FV Powerful Charge: A warforged juggernaut gains Warforged juggernaut gains to distance itself from living creatures. Because of To gualify to become a warforged juggernaut, a character this change in its nature, a warforged juggernaut takes must fulfill all the following criteria. a penalty equal to its juggernaut class level (-1 at 1st level, -2 at 2nd level, and so on) when using the following skills: Race: Warforged. Bluff, Diplomacy, Gather Information, and Sense Motive. Base Attack Bonus: +5. Feats: Adamantine Body*, Improved Bull Rush, Charge Bonus (Ex): Starting at 2nd level, a warforged Power Attack. juggernaut gains an extra +1 bonus on its attack roll when *New feat described on page 50. making a charge (total bonus of +3). At 4th level, this extra bonus increases to +2 (total bonus of +4). CLASS SKILLS Construct Perfection (Ex): A warforged juggernaut's class skills (and the key abil- lows the path of the juggernaut seeks to improve itself ity for each skill) are Climb (Str), Craft (Int), Intimidate by embracing its construct heritage. As a warforged (Cha), Jump (Str), Survival (Wis), and Swim (Str), iuggernaut advances, it abandons what it considers the weaknesses of the living construct form to gain gualities Skill Points per Level: 2 + Int modifier. more indicative of true constructs. While retaining its intelligence and sentience, a warforged juggernaut gains CLASS FEATURES the following are class features of the warforged Construct Perfection I—At 2nd level, a warforged juggernaut, naut is no longer subject to nonlethal damage or extra damage from critical hits. Weapon and Armor Proficiency: Warforged jug- gernauts gain no proficiency with any weapons, armor, or Construct Perfection II—At 3rd level, a warforged jug- shields (except as noted below), gernaut gains immunity to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and Armor Spikes (Ex): At 1st level, a warforged jug- morale effects). gernaut grows armor spikes and gains proficiency in their use as a weapon. These adamantine armor spikes deal 1d6 Construct Perfection III—At 4th level, a warforged juggernaut points of piercing damage on a successful grapple attack, gains immunity to death effects and necromancy effects. While the spikes can't be removed, they can be affected by spells like any other weapon. At 4th level, the damage these Construct Perfection IV—At 5th level, a warforged juggernaut armor spikes deal increases to 1d8. is no longer subject to ability damage or ability drain. Expert Bull Rush (Ex): A warforged juggernaut can Extended Charge (Ex): Starting at 2nd level, a war- add its class level to Strength checks when making a bull forged juggernaut gains +5 feet to its speed when making rush attempt or defending against a bull rush. A warforged a charge. Healing Immunity: Starting at 3rd level, as a war- forged juggernaut becomes more like a living creature, it becomes immune to the effects of spells from the healing subschool. In addition, it can no longer benefit from the effects of consumable spells and magic items, such as heroes' feast and potions. Superior Bull Rush (Ex): Starting at 3rd level, when a warforged juggernaut makes a successful bull rush against an opponent, it can choose to deal damage equal to that of its armor spikes plus its Strength modifier against the opponent in addition to the normal results of a bull rush. If the bull rush was made as part of a charge feat or the Greater Powerful Charge feat as well. Greater Powerful Charge: At 5th level, a warforged juggernaut gains Greater Powerful Charge (see page 54) as a bonus feat. BATTERING RAM Battering Ram: Male personality warforged juggernaut 4; CR 9; Medium construct (living); HD 5d10+15 plus 4d12+12; hp 85; Init +6; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base +1, construct perfection I, extended charge Construct perfection II, healing immunity, Superior Bull Rush2nd +1 +3 +0 +0 Armor spikes 1d8, bonus on charge +2, construct perfection IV, Greater Powerful Charge3rd +2 +3 +1 +14th +3 +4 +1 +15th +3 +4 +1 +1spikes); Full Atk +13/+8 melee (1d8+6/×3, +1 battleaxe) or lycanthrope heritage. They guickly learn not just to alter+11/+6 melee (1d8+3, armor spikes); SA charge bonus +2, their humanoid form but to actually take on animal formsexpert bull rush, extended charge, superior bull rush; SQ as their ancestors did. Over time, they grow to masterconstruct perfection III, damage reduction 2/adamantine, both animal and hybrid forms of all the once-commonhealing immunity, light fortification (25%), living con- lycanthropes. Along with their growing mastery of theirstruct traits, reserved; AL N; SV Fort +11, Ref +4, Will +2; physical form, weretouched masters become increasinglyStr 16, Dex 14, Con 16, Int 10, Wis 10, Cha 6. wild in spirit, less comfortable in human society. Skills and Feats: Bluff –6, Climb +2, Diplomacy Most weretouched masters begin their careers as–6, Gather Information –6, Intimidate +10, Jump –4, rangers or barbarians and seek to enhance their combatListen +2, Sense Motive -4; Adamantine Body*, Cleave, ability through mastery of animal forms. Few are druids, Improved Bull RushB, Improved Bull RushB, Improved InitiativeB, Power because druids learn to assume more animal forms moreAttackB, Powerful Charge**B, Weapon Focus (battleaxe), guickly than weretouched masters and have little to gainWeapon Specialization (battleaxe), from this class, *New feat described on page 50, The Eldeen Reaches are home to the greatest num- **New feat described on page 57, ber of NPC weretouched masters. The more advanced Charge Bonus (Ex): Battering Ram gets a +2 bonus masters enjoy the rugged wilderness and stay far fromon attack rolls when charging. human civilization. Construct Perfection III (Ex): Battering Ram is notsubject to nonlethal damage or extra damage from criti- Hit Die: d8.cal hits. It has immunity to all mind-affecting spells andabilities, death effects, and necromancy effects. REQUIREMENTS Expert Bull Rush, or trying to break because a bull rush attack, defend- To gualify to become a weretouched master, a charactering against a bull rush, or trying to break because a bull rush attack, defend- To gualify to become a weretouched master, a charactering against a bull rush, or trying to break because a bull rush attack, defend- To gualify to become a weretouched master, a charactering against a bull rush, or trying to break because a bull rush attack, defend- To gualify to become a weretouched master, a charactering against a bull rush, or trying to break because a bull rush attack, defend- To gualify to become a weretouched master at the second because a bull rush attack. down doors. must fulfill all the following criteria. Extended Charge (Ex): Battering Ram's speed is 25feet when making a charge. Race: Shifter. Healing Immunity: Battering Ram is immune to Base Attack Bonus: +4.the effects of spells from the healing subschool and cannot Skills: Knowledge (nature) 5 ranks, Survival 8 ranks.benefit from spells that rely on eating, such as heroes' feast. Feat: Any shifter feat. Living Construct Traits: Immune to poison, sleepeffects, paralysis, disease, nausea, fatigue, exhaustion, and CLASS SKILLSenergy drain. Cannot heal damage naturally. Subject tostunning, ability damage, and ability drain. Subject to spells The weretouched master's class skills (and the key ability that target either constructs or living creatures. for each skill) are Balance (Dex), Climb (Str), Handle Superior Bull Rush (Ex): When Battering Ram Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), makes a successful bull rush against an opponent, it can Knowledge (nature) (Int), Listen (Wis), Survival (Wis), and Swim (Str). armor spikes to the opponent in addition to the normal results of a bull rush. If the bull rush was made as part of Skill Points per Level: 2 + Int modifier.a charge, Battering Ram can add extra damage from the Powerful Charge feat as well. THE WERETOUCHED MASTER Possessions: +1 armor enhancement, swordbond with +1 battleaxe, oil of repair moderate damage. Level Base Ref Will Special 1st Attack Fort Save Save Weretouched IWERETOUCHED MASTER 2nd Bonus Save +2 +0 Wild empathy, +0 +2 +3 +0 bonus shifter featWeretouched masters are shifters who learn to enhance +1 +3 Weretouched IItheir shifting ability to accentuate the power of their Frightful shifting, 3rd +2 +3 +3 +1 bonus shifter feat 4th +3 +4 +4 +1 Alternate form 5th +3 +4 +4 +1 85PRESTIGE CLASSES CLASS FEATURES are new feats described in Chapter 3.) These bonus feats must be selected from the following list, and the weretouched All of the following are class features of the weretouched master must meet the prerequisites of a feat to select it. master. Beasthide Elite, Cliffwalk Elite, Extra Shifter Trait, Weapon and Armor Proficiency: Weretouched Great Rend, Greater Shifter Defense, Healing masters gain no proficiency with any weapons, armor, or Factor, Longstride Elite,

Shifter Defense, Shifter Ferocity, shields. Shifter Multiattack. Weretouched I (Su): At 1st level, a weretouched Weretouched master chooses one animal type that represents his master gains the scent ability. In addition, he manifests a lycanthrope heritage: bear, boar, rat, tiger, wolf, or wol- special benefit derived from his lycanthrope ancestor when verine. When shifting, his appearance changes to strongly he is shifting, his appearance changes to strongly he is shifting. resemble a hybrid lycanthrope of the chosen type: His facial features become more bestial, fur sprouts on his Bear—Improved Grab: To use this ability, the weretouched body, and he grows a short tail. In addition, he gains master must hit with a claw attack. He can then attempt to one of the following extra benefits each time he shifts, start a grapple as a free action without provoking an attack depending on his lycanthrope ancestor. of opportunity. Bear or Tiger: While shifting, the weretouched master Boar—Fierce Will: The weretouched master gains a +4 gains a character Rat—Climb Speed: The weretouched master manifests a levels he has, on a successful attack. If he already has the climb speed of 20 feet. In addition, he can use his Dexter- razorclaw shifter trait or the Improved Natural Attack feat, ity modifier instead of his Strength modifier for Climb his claw damage increases by one die size. checks. If he already has the cliffwalk shifter trait, his climb speed increases by 10 feet. Boar or Wolverine: While shifting, the weretouched master charges a foe, boars) or fangs (for wolverines) that can be used as a natural he can make a full attack. weapon, dealing 1d6 points of damage, plus an additional +1 for every four character levels he has, on a successful Wolf—Trip: If the weretouched master hits with a bite gore or bite attack. If he already has the longtooth shifter attack, he can attempt to trip the opponent as a free action trait or the Improved Natural Attack feat, his bite or gore without making a touch attack of damage increases by one die size. opportunity. If the attempt fails, the opponent cannot react to trip the weretouched master. Rat or Wolf: While shifting, the weretouched master gains a +2 bonus to Dexterity and manifests fangs that can Wolverine-Rage: If the weretouched master takes damage, be used as a natural weapon, dealing 1d6 points of damage he flies into a berserk rage on his next turn, biting madly (plus an additional +1 for every four character levels he until either he or his opponent is dead, or until his shift- has) with a successful bite attack. If he already has the long- ing ends. He gains +2 to Strength, +2 to Constitution, and tooth shifter trait or the Improved Natural Attack feat, his -2 to Armor Class while raging. He cannot end his rage bite damage increases by one die size. voluntarily, but unlike a barbarian, he is not winded after his rage ends. Wild Empathy (Ex): Like a druid or a ranger, a were-touched master gains the ability to use body language, Frightful Shifting (Ex): At 4th level, a weretouched vocalizations, and demeanor to improve the attitude of master gains an unsettling presence when he uses his an animal. This ability functions like a Diplomacy check shifting ability or his alternate form ability. When he made to improve the attitude of a person. The weretouched attacks or charges, opponents within 30 feet who witness master rolls a d20 and adds his weretouched master level his attack may become shaken for 5d6 rounds. and his Charisma modifier to determine the wild empathy check result. If he has druid or ranger levels, he adds his This ability affects only opponents with fewer Hit Dice weretouched master level to those levels to determine his or levels than the weretouched master's character level. An total modifier. If the animal is of the same kind as the opponent can resist the effect with a successful Will save (DC weretouched master's lycanthrope ancestor, he gains a +4 10 + weretouched master's class level + his Cha modifier). bonus on this check. An opponent who succeeds on the saving throw is immune to that weretouched master and the Frightful shifting is a mind-affecting fear effect. animal must be able to study each other, which means that they must be within 30 feet of each other under normal Alternate Form (Su): At 5th level, a weretouched conditions. Generally, influencing an animal in this way master can assume the animal form or hybrid form related takes 1 minute. As with influencing people, it might take to his lycanthrope heritage (the same animal selected at 1st more or less time. level). Instead of using his normal shifting ability, he can shift into animal form as though using the polymorph spell A weretouched master can also use this ability to on himself, though his gear is not affected, he does not influence a magical beast with an Intelligence score of 1 regain hit points for changing form, and only the specific or 2, but he takes a -4 penalty on the check. animal form indicated for the lycanthrope heritage can be assumed. Bonus Shifter Feat: At 2nd level and again at 4th level, a weretouched master gains a bonus shifter feat. (All of these The weretouched master does not assume the ability scores of the animal's abil- ity adjustments (see the following table) to his own ability86scores. A weretouched master can also assume a bipedal Frightful Shifting (Ex): When Gwentan attacks PRESTIGE CLASSEShybrid form with prehensile hands and animalistic features. or charges while shifting, opponents within 30 feet wholn hybrid form, he can use weapons and armor. witness his attack may become shaken for 5d6 rounds. This ability affects only opponents with fewer than A slain weretouched master reverts to his humanoid 10 Hit Dice or levels. An affected opponent can resistform, although he remains dead. Separated body parts the effects with a DC 13 Will save. An opponent whoretain their animal form, however, succeeds on the saving throw is immune to Gwentan's frightful shifting for 24 hours. This is a mind-affectingAnimal Ability Adjustments (Animal or Hybrid Form) fear effect.Bear Str +16, Dex +2, Con +8Boar Str +4, Con +6 Rage (Ex): Gwentan can rage once per day. WhenRat Dex +6, Con +2 raging, he has the following characteristics: hp 90; AC 16, Tiger Str +12, Dex +4, Con +6 touch 11, flat-footed 13; Grp+13; Atk +13 melee (1d6+5, Wolf Str +2, Dex +4, Con 18. Wolverine Str +4, Dex +4, Con +8 When both shifting and raging, Gwentan has the fol-GWENTAN THE BEAR lowing characteristics: hp 100; AC 20, touch 11, flat-footed 17; Grp+14; Atk +14 melee (1d8+9, claw); Full Atk +14/+14 Gwentan the Bear: Male shifter barbarian 3/ranger melee (1d8+9, 2 claws); SA improved grab; SQ damage2/weretouched master 5; CR 10; Medium humanoid reduction 2/silver; SV Will +6; Str 22, Con 20.(shapechanger); HD 3d12+6 plus 2d8+4 plus 5d8+10; hp 70; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed Shifting (Su): Gwentan can shift four times per15; Base Atk +8; Grp+11; Atk +11 ranged (1d6+2/×3, day. When shifting, he has the following characteristics:composite shortbow) or +11 melee (1d6+3, club); Full hp 80; AC 22, touch 13, flat-footed 19; Grp+12; Atk +12Atk +9/+9/+4 ranged (1d6+2/×3, composite shortbow) melee (1d8+7, claw); Full Atk +12/+12 melee (1d8+7, 2/silver;cal beasts +2, frightful shifting, rage 1/day, shifting Str 18, Con 16. (beasthide or razorclaw) 4/day, weretouched II (bear);SQ low-light vision, fast movement, scent, trap sense Wild Empathy (Ex): Gwentan can improve the atti-+1, uncanny dodge, wild empathy; AL CN; SV Fort +13, tude of an animal in the same way that a Diplomacy checkRef +12, Will +4; Str 16, Dex 16, Con 14, Int 8, Wis 12, can improve the attitude of a sentient being. He rollsCha 6. 1d20+5, or 1d20+1 if attempting to influence a magical beast with an Intelligence score of 1 or 2. He gains a +4 Skills and Feats: Balance +2, Climb +2, Hide +2, Jump bonus on this check against bears.+2, Knowledge (nature) +6, Listen +9, Move Silently +2, Survival +13; Beasthide Elite*, Extra Shifter Trait*, Great Possessions: +2 hide armor, composite shortbow (+2 StrRend*, Healing Factor*, Improved Natural Attack*, bonus) with 20 arrows. amulet of mighty fists +1, cloak of resistanceRapid Shot, Shifter Defense*, Track. +1, potion of barkskin +2. *New feat described in RGChapter 3. Favored Enemy(Ex): Gwentangains a +4 bonuson Bluff, Listen, Sense Motive, Spot, and Survivalchecks when using these skills against magical beasts. He getsthe same bonus onweapon damage rollsagainst magical beasts. Weretouched II(Bear): Improved Grab(Ex)—To use this abil-ity, Gwentan must hitwith a claw attackwhile shifting. Hecan then attempt start a grapple as free action without provoking an attack of opportunity. Weretouched masterThe air around the wizards crackled and hummed with arcane energy as they facedoff, spells ready and staffs pulsing with magical power. . . . CHAPTER FIVEMAGIC MAGICMagic infuses the world of Eberron. It professional spellcasting. Many of the unmarked mem- rages high above in the Ring of Siberys bers of the houses are magewrights and adepts, and that encircles the world. It binds things professional spellcasters who are not members of the dark and foreboding in the deepest families usually work for the guilds that the dragonmarked caverns of the underworld of Khyber. houses control. It seeps from the land itself, a source of energy as wellas a means for bending the laws of reality. This chapter Elite spellcasters include wizards, artificers, sor-discusses the role of magic in Eberron, presents new cerers, clerics, druids, bards, and members of otherrules for magical effects such as fiendish possession spellcasting PC classes. Elite spellcasters might selland celestial channeling, describes the planar cosmol- their services, but they rarely rely on such activity asogy of Eberron, and includes spell lists and new spells their sole occupation and source of income. Few peoplefor spellcasting characters. can afford to pay for a high-level spell, and the market for elite spellcasters is too small to support many of themMAGIC IN THE WORLD through their spellcasters have other professions—they are sages, priests, advisors, Magic, and reliance upon magic, shapes and defines the or adventurers societies of Eberron. For thousands of years, wizards, sor-cerers, clerics, artificers, adepts, and magewrights have SERVICES brought their magical talents to bear to solve the problemslife poses. (The artificer character class is detailed on Most citizens of a Khorvairian city can't afford to havepage 29; the magewright NPC class appears on page 256.) even a low-level spell cast on their behalf. The 125 gpThese solutions have helped humanoid society develop and price for remove disease, for example, puts that spell out ofthrive on every continent—particularly on Khorvaire. reach of most citizens (even those with the House JorascoThe result is a society suffused with magic. Skycoaches fly discount) and practically guarantees that disease willamong the soaring towers of Sharn. Blacksmiths chant never be eradicated from any of Khorvaire's nations.spells over forges to improve the way they work. Airships On the other hand, most people can afford to hop on aferry passengers from Zilargo to Karrnath. Weavers draw skycoach to travel from one end of Sharn to the other, threads of shadow into their fabrics. Streets are illumi- getting a firsthand experience of the incredible magicnated with continual flame spells, and arcane marks emblazon that keeps the City of Towers running. Even the poorestletters of credit and other important documents. Magic is resident of a great city still benefits from the everbrightin common use, and low-level spells are easily accessible. lanterns found along major thoroughfares. As with anyalthough high-level magic is rare and wondrous. other services, some magical effects are easily affordable and widely available, and others are within the reach of SPELLCASTERS only the wealthiest people. Two broad categories of spellcasters work across Eberron: This section discusses in general terms the kindsprofessional spellcasters and elite spellcasters. Each has a of magical services that are available and their impact on society. On society. Specific prices for these services are given in Chapter 6: Adventuring Equipment. Professional spellcasters include adepts, magewrights, and others who actually earn a relatively mundane living Communication is one of the ser-this category also includes most dragonmarked individ- vices offered by House Sivis, which carries the Mark ofuals; they put their inborn magical ability to economic Scribing. The dragonmarked members of this house haveuse for their house or family. In fact, the dragonmarked abilities such as whispering wind and sending, which they canhouses of Khorvaire dominate the economic life of the enhance with certain dragonshard items. In addition, continent through their near-absolute control over they can arrange for secure written communication with illusory script, translate documents with comprehend languages, and notarize documents with arcane mark. House Sivis 89MAGIC may be one of the most important houses in Khorvaire, Thrane, and Zilargo. In association with House Vadalis, simply because it provides its services to customers off the House Orien also operates caravan routes that use some street as well as to members of the other houses. Without combination of magical conveyance, magebred animals, Sivis notaries, for example, the banking industry would and mundane draft animals to move goods and passengers be seriously jeopardized. throughout Khorvaire. House Sivis also operates message stations through- House Lyrandar, which carries the Mark of Storm, out central Khorvaire. For a fee, a person can send a uses its mastery of winds to dominate sea travel and short verbal or written message from one station to the shipping, as well as to fly airships across Khorvaire. Since other, where it can be picked up by, or otherwise deliv- the destruction of lightning rail lines in the area now ered to, the recipient in a relatively timely manner. called the Mournland, which prevents House Orien's lightning rail carriages from reaching between western Faster still, but more expensive, are the courier ser- Khorvaire and Karrnath, House Lyrandar has domi-vices offered by House Orien. For a hefty fee, a teleporter nated trade and passenger service between the two sides from the Couriers Guild can carry a document or small of the continent. package from one location to another. Cheaper than both, though not as fast, is the mail service operated by House Other Services Orien and protected by the notarization processes of House Sivis. Wealthy neighborhoods in large cities boast everbright lanterns that amplify the light of continual flame spells to illuminate Healing the streets. House Kundarak operates banks, using arcane marks provided by House Sivis to notarize letters of credit House Jorasco carries the Mark of Healing. Because of that allow the wealthy to access their resources anywhere the house's efforts and the guality of its services, the in civilized Khorvaire. House Sivis also creates papers people of Khorvaire visit Jorasco hospitals and not for those with a need to prove their identity, often used churches or temples when they need wounds healed or when traveling throughout the Five Nations and their diseases removed. Though magical healing is prohibineighboring countries. Tinkers (usually affiliated with tively expensive for most people, House Jorasco's Healers House Cannith) use mending and repair moderate damage to Guild employs many people trained in the mundane art repair household goods. Some cities and towns boast of healing. These guild members use the Heal skill to laundries and street cleaners who rely on prestidigitation for treat disease and injuries effectively and even provide their work. long-term care to sick or injured people. Churches and their clerics reserve their healing abilities for members GOODS of the faithful and the aristocracies of the nations who are in most need of them (and can be of the most benefit No less common than magical services are products made to the congregation). with the use of magic, whether or not they retain any lingering dweomer once the creation process has ended. Hospitality Magecraft Items: Every magewright worthy of the House Ghallanda enjoys a secure economic position name knows the magecraft spell (see page 113). Truly expert thanks to the Mark of Hospitality. Plenty of inns and coopers recite the magecraft spell over their barrels, the taverns operate just fine without any magical support, best blacksmiths chant it as they hammer hot iron, and but establishments affiliated with House Ghallanda's the finest potters cast it while they spin their clay. The Hostelers Guild can offer conveniences such as heroes' feast spell's effect is simple (it provides a competence bonus meals, meals and water guaranteed pure, and even secure on Craft checks), but its ramifications are extensive. extradimensional shelters to those with the need and the Using magecraft, an artisan can produce fine goods in as ability to pay. The Hostelers Guild also inspects and, to little as threelarters of the time normally required, some extent, regulates nonaffiliated businesses, improv- and an artisan who might otherwise find masterwork ing the quality of accommodations throughout central goods too challenging to produce can create them by Khorvaire. When the rich and influential throw using magecraft. As a result, Khorvaire has a larger supply a memorable party, they call upon the services of House of high-quality goods available, while magewright arti- Ghallanda to make the event come together. sans make their goods faster and thus earn more money for their labor. Transportation Magic Items: Magic items are no easier to create in Magical transportation is available in a variety of forms Eberron, but there are more spellcasters making them. and controlled by different dragonmarked houses. House The industry of the world turns on the production and Orien, which carries the Mark of Passage, controls the sale of magic items, which are created by everyone from Couriers Guild and the Transportation Guild. Certain common adepts and magewrights to artificers and other scions of House Orien can use teleport to travel limited dis- elite casters. In general, minor magic items are easier to tances, carrying passengers for a fee. However, far more find and purchase in Khorvaire than described in the people have access to (and can afford) the lightning rail. Dungeon Master's Guide. This difference is reflected in some A sequence of magical carriages connected one to another, adjustments to the gp limit for smaller settlements, as the lightning rail flies along a predetermined line that shown on the following table. stretches between the major cities of Aundair, Breland, 90Town Size GP Limit Minor Items Cathier Spleen: The cathier, a small, harmless her-Thorp 50 gp 1st-level scroll, bivore native to the Eldeen Reaches and similar to a hare, 0-level potion has a magical ability to camouflage itself. Its spleen aids inHamlet 150 gp 2nd-level scroll, the casting of illusion spells. When used as a component 1st-level potion for an illusion spell, a cathier spleen has a 60% chance of Village 400 gp 3rd-level scroll, doubling the spell's duration. 2nd-level potion, Small town 1,000 gp 1st-level wand Covadish plant grows on the MAGIC 4th-level scroll, island of Aerenal, where it is highly valued by the elves for Large town 4,500 gp 4th-level potion, its necromantic properties. When used as a component in 2nd-level wand a necromancy spell, covadish leaves have a 30% chance of Small city 15,000 gp 5th-level scroll, increasing the effective caster level by 2. Large city 40,000 gp 3rd-level wandMetropolis 100,000 gp Any Dragonseye Acorn: The dragonseve oak grows in Any O'barra, and its acorn aids in the casting of certain evo- Any cation spells. When used as a component for an evocation spell with an energy descriptor (acid, cold, electricity, Livestock: House Vadalis, which carries the Mark fire, or sonic), a dragonseve acorn has a 10% chance of of Handling, controls much of the livestock breeding in empowering the spell, as if the caster had applied the Khorvaire. The breeders of House Vadalis use magical Empower Spell feat (but without changing the spell'senhancements to produce magebred animals—creatures effective level).with enhanced ability scores that are fast, hardy, and moreeasily trained. (The magebred animal template is detailed Hathil Root: The hathil plant grows in the swamps of a trans-through House Vadalis breeding programs also exist, mutation spell, hathil root has a 35% chance of increasingthough in general these creatures have not yet become eco- the saving throw DC by +1.nomically important or available to the general public. Irian Crystal: This transparent crystal glows with aOPTIONAL MATERIAL soft white light. When an Irian crystal is used as a com- ponent in any conjuration (healing) spell, it has a 15% COMPONENTS chance of maximizing the spell, as if the caster had applied the Maximize Spell feat (but without changing the spell'sDue to the nature of the origin of the world, magic-laced effective level).substances, plants with alchemical properties, mineralsthat focus magical energy, and similar materials abound Kieros Leaves: The herb known as kieros grows onlyin Eberron. Many of these items can be used as mate- in the region of Aerenal knownrial components for spells. These spell components are as the Madwood. Whenoptional (and thus not specified as a component in any used as a component spell with the that the potency of the spell will be improved in some death descriptor, theway, as indicated in each component's description below. leaves of the kieros plantWhether the spell is improved or not, the component is have a 30% chance of consumed in the casting. A character can use only one increasing the spell'soptional component in the casting of any spell. saving throw DC by +2. The following table includes only components that are Laskin Horn: Thewidely available on the open market. A number of tales tell laskin, a small antelopeof additional plants, and other native to the Eldeensubstances found in the wilderness regions of Eberron Reaches, has swept-that can enhance spellcasting; if these actually exist, they back horns thatcan be discovered only through guests and over the courseof adventures.OPTIONAL SPELL COMPONENTSComponent Price Component Price Cathier spleen 125 gp Laskin horn 55 gpCovadish leaves 750 gp Mabar crystal 50 gpDragonseye acorn 60 gp Masthin shoots 60 gpHathil root 90 gp Narstone 500 gpIrian crystal 115 gp Reath leaves 120 gpKieros leaves 150 gp AS 91MAGIC can be used as a material component. When used in the detailed in the detailed in the Monster Manual. In contrast to the core D&D casting of a spell that requires a touch attack (melee or cosmology, these planes are not the homes of the deities, ranged), the caster has a 40% chance to receive a +1 bonus and only one of them, Dolurrh, is a plane where mortal on the attack roll. spirits go upon their death. Mabar Crystal: This inky black crystal, dark as The thirteen orbiting planes are separate from obsidian and slightly translucent, fills certain regions of each other, with no connections between them. They the Khyberian underworld. When a chunk is used as a are coexistent with the Astral Plane, but separate from component in an evocation (darkness) spell. it has a 40% the Ethereal Plane and the Plane of Shadow, so certain chance of doubling the radius of the effect. spells (ethereal jaunt and shadow walk, for example) aren't available to casters on these planes. Each of them occa- Masthin Shoots: The masthin plant, native to the sionally becomes coterminous with the Material Plane, jungles of Q'barra, produces natural intoxicants during allowing connections between the planes (see Planar its early growth and often attracts animals in the wild. Connections, below). When used as a component for any enchantment spell that targets an animal or magical beast, masthin shoots have a RANDOM PLANAR DESTINATIONS 40% chance of doubling the spell's duration. This table serves the same function as Table 5–7 on page Narstone: This strange stone found in the Demon 151 of the Dungeon Master's Guide. Wastes is believed to be the remains of petrified demon bones. When used as a component in a summoning or d% Plane calling spell, a narstone has a 20% chance of granting any 01-09 Daanvi, the Perfect Order creature called or summoned by the spell a +1 luck bonus to its Armor Class. 10 Dal Quor, the Region of Dreams 11-18 Dolurrh, the Realm of the Dead Reath Leaves: The reath vine is a parasite that grows 19–27 Fernia, the Sea of Fire on trees in the Eldeen Reaches. When used as a compo- 28–36 Irian, the Eternal Day nent for a spell that targets plants or plant creatures, reath 37–45 Kythri, the Churning Chaos leaves have a 45% chance of increasing the saving throw 46-54 Lamannia, the Twilight Forest DC by +2. 55-63 Mabar, the Endless Night 64-72 Risia, the Plain of Ice PLANES OF EXISTENCE 73-80 Shavarath, the Battleground 81-88 Syrania, the Azure Sky Eberron spins within its own Material Plane, enfolded 89-96 Thelanis, the Faerie Court by three coexistent transitive planes: the Astral Plane, 97-00 Xoriat, the Realm of Madness the Ethereal Plane, and the Plane of Shadow, just as in the core D&D cosmology (see Chapter 5 of the Dungeon PLANAR CONNECTIONS Master's Guide). As the thirteen planes move through the Astral Plane, Within Eberron's Astral Plane, thirteen planes revolve their paths take them closer to the Material Plane. These and farther away at other times. A plane's distance from planes are a combination of features of Inner Planes and the Material Plane is described in one of three ways. Outer Planes: Some have an elemental nature, some have alignment tendencies, and others are simply alien worlds. Coterminous: On rare occasions, a plane comes These planes are home to all the extraplanar creatures so near the Material Plane that it actually touches it. At these times, it is possible to move freely between the DRAGONSHARDS Dragonshards appear in three distinct forms, each associ- swirl of golden veins glows within the crystalline depths ated with and originating in a different part of the world. of a Siberys dragonshard. These crystal fragments can be shaped and used to power magic items, artifacts, and constructs, or to enhance the Khyber dragonshards are found deep in the earth, abilities bestowed by dragonmarks. near layers of magma. These living crystals typically grow on cavern walls. A Khyber dragonshard has writhing, All dragonshards appear as translucent rock or crys- midnight blue to oily black veins running through it. tal with swirling veins of color suspended within them. The veins are reminiscent of dragonmarks but are not Eberron dragonshards are buried in the shal- copies of them, and the pulsating veins make the stones low soil of the world and are usually found encased look almost alive. Though dragonshards are translucent, in geodelike stone eggs. An Eberron dragonshard has the glowing veins running through them lend their color crimson, blood-red swirls churning within its crystal- to each crystal. line surface. Siberys dragonshards fall from the Ring of Siberys Dragonshards and the uses associated with them are that forms a broken path across the night sky. A pulsating described in Chapter 10: Magic Items.92MAGIC LMMaterial Plane and the coterminous plane at certain special effects on the Material Plane occur when a planelocations on each plane. For example, when Fernia is waxing or waning coterminous to the Material Plane, a character can travelto Fernia by means of a volcano or any extremely hot Remote: When a plane is remote, it is difficult tofire—and the natives of Fernia can enter Eberron just as establish any connection at all between it and the Mate-easily. Different planes' paths through the Astral Plane. When Fernia is remote, fire spells work lessbring them into a coterminous relationship with varying effectively, fire elementals are harder to summon, andfrequency: Fernia draws near fairly often (one month it is nearly impossible to reach that plane via plane shift.every five years), while Xoriat has not done so in over Using plane shift to travel to a remote plane or using anyseven thousand years. spell to call or summon a native of that plane requires a Spellcraft check (DC 30 + spell level); a character with When a plane is coterminous to the Material Plane, 5 or more ranks in Knowledge (the planes) receives a +2certain of its traits may bleed over into the Material Plane, circumstance bonus on this check or at least into certain regions of the Material Plane. Forexample, when Risia is coterminous to the Material Plane, The Planes in Play: Sages and astronomers of Eber-spells with the cold descriptor are enhanced in certain ron use complex orreries and extensive charts to track theareas of the Material Plane. Not all planes have traits that position of the planes relative to Eberron. No Dungeonspill over into the Material Plane. Master should have to go to such lengths. For simplicity in play, bring a given plane into a coterminous position Waxing/Waning: As a plane draws close to becom- when it suits the needs of your campaign. If consistency ising coterminous it is called waxing, and as it moves away important to you, keep track of when the event occurredafter a period of being coterminous it is waning. No and when it will happen again, using the information in 93MAGIC each plane's description. If not, don't worry about it—just coterminous or remote, and approximately how often bring it back into a coterminous position the next time it these phases occur. suits your campaign. Eberron's transitive planes are identical to those planes The planes spend most of the time either waxing or as detailed in the Dungeon Master's Guide, so they do not have waning, so it is safe to assume that, any time it matters, the entries here. See pages 147-150 of the Dungeon Master's Guide PCs can summon whatever monster they want to without for definitions of planar traits not described below. making a Spellcraft check and even travel to another plane using plane shift as they desire. Only put as much effort Daanvi, the Perfect Order into tracking the planar positions as the needs of your campaign demand. Orderly fields where formians tend ideal crops, regi- mented garrisons of disciplined soldiers, and peaceful MANIFEST ZONES communities where law reigns supreme manifest through- out the plane of Daanvi, the Perfect Order. Similar in Certain locations on, within, and above Eberron share a many respects to the plane of Arcadia in the D&D cosmol- particularly close connection to one of the planes. These ogy, Daanvi is a place where all things live in harmony locations are known as manifest zones. For example, the born of order. Gloaming, a region within the Eldeen Reaches, has a close connection to Mabar, the plane of Endless Night. Daanvi has the following traits: This connection enhances the power of negative energy in that region. The Shadow Marches have a number of • Alterable morphic, small magic zones tied to Xoriat, the Realm of • Strongly law-aligned, Madness, which both enhance transmutation magic and occasionally trigger wild magic • Enhanced magic: Spells with the lawful descriptor effects (see page 149 of the Dungeon Master's Guide). Parts of Aerenal have close ties are maximized and enlarged. to either Irian or Mabar, which accounts (at least in part) for the • Impeded magic: Spells with the chaotic prominent role of necromantic magic and the Undying Court on descriptor are impeded, requiring a the elven continent. Spellcraft check (DC 15 + spell level) to cast successfully. To an extent, manifest zones defy Daanvi Inhabitants: Formian the normal interrelationship among worker, formian the planes. The effects of a zone may taskmaster, formian myrmarch, wane slightly when its connected plane formian gueen, kolyarut (inevi- is remote and wax equally slightly when the table), zelekhut (inevitable). plane draws closer, but the connection never Manual of the Planes: Axiomatic vanishes entirely. Manifest zones sometimes allow creatures (template), passage between the planes when another plane becomes Monster Manual III: Justicator, visi- coterminous to the Material Plane. light. Coterminous: Daanvi exerts no unusual Specific, important manifest zones are detailed in Chapter 7: Life in the World. These zones are permanent influence on the Material Plane when it is and, in most cases, have had a profound impact on the land coterminous. Superstition tends to link historical around them and the people who live there. Smaller and periods of stability to the proximity of Daanvi, but this less important manifest zones are located across Eberron, claim is unsubstantiated. and it is possible that new ones appear even as old ones Daanvi is coterminous to the Material Plane for one wink out of existence. The appearance and disappear- century in every four. ance of these zones does not seem to have any connection Remote: Just as Daanvi's proximity has little impact on to the linked plane's cosmological position relative to the the Material Plane, the periods when it is remote likewise Material Plane, seem to manifest no unusual effects. Daanvi is remote for one century, in every four, separated from its coterminous No manifest zone linked to Dal Quor exists. Minor periods by a century, zones and occasionally major zones linked to every other plane exist somewhere on Eberron. Dal Quor, the Region of Dreams PLANE DESCRIPTIONS When mortals dream, they psychically project their minds to Dal Quor, the plane where dreams play out. Dal Quor The planes of Eberron's cosmology are briefly described is ringed with dreamscapes—small, temporary envelopes below. Each plane description includes a list of creatures of pseudoreality where dreamers live their dreams for a from the Monster Manual that are native to that plane. A short time. Within the ring, however, exists an entirely few monsters from other sources are included in some different world. entries as well; these are listed separately from the Monsters. Each plane's entry also details Magnificent domed cities called up from the formless the effects on the Material Plane when that plane is void of dreamstuff spread across the inside of the ring of dreamscapes, allowing the quori who live there easy access to their food supply—the psychic energy of dream- ing mortals. Beyond the cities of the quori, a roiling boil of dream-born landscapes melt, burn, grow, and dissolve without any rhyme or reason. Tales persist of a calm eye at94the center of this storm, but they are most likely figments the Realm of the Dead. Ghosts become common on Eber- MAGIC of some half-remembered dream. ron because it is as easy for spirits to remain in the world of the living as it is for them to pass to Dolurrh. Spells to Dal Quor has the following traits: bring back the dead work normally, but run the risk of calling back more spirits than the one desired. Whenever• Subjective directional gravity. a character is brought back from the dead while Dolurrh• Flowing time: For every 10 minutes spent on Dal is coterminous, roll on the following table. Quor, 1 minute passes on the Material Plane. d% Result• Highly morphic: The stuff of dream alters with the 01–50 Spell functions normally. thoughts of the dreamer. Beyond the dreamers, 51–80 1d4 ghosts (CR = raised character's level) in the heart of Dal Quor, the guori can manipulate matter with ease, while visitors have a harder time appear near the raised character. altering the environment.• Enhanced magic: Spells of the illusion school are 81–90 As above, but the wrong spirit claims the extended. Dal Quor Inhabitants: Quori (all); see page 296. risen body and the intended spirit returns Remote: Dal Quor last became coterminous to the Material Plane some forty thousand years ago, at which as a ghost time the guori invaded Xen'drik finally managed to end the war and sever the connections 91–99 The spell functions normally, but abetween the planes, but at great cost: The devastation of the civilization nalfeshnee possesses the raised character. of the giants. In the process, Dal Ouor itselfwas thrown off its orbit. As a result, Dal 100 The spell does not function; instead, aQuor is always remote in relation to the Material Plane. The only way to reach nalfeshnee animates the body. Dal Quor from the Material Plane Dolurrh is coterminous for a period of one yearis through the psychic projection ofdreaming, and the guori have been every century, precisely fifty years after eachforced to find new ways to work period of being remote their will on the Material Plane. Remote: When Dolurrh is remote, spells that bring back the dead do notDolurrh, the Realm function, and it is impossible to reachof the Dead Dolurrh by means of plane shift. Only by journeying to Dolurrh (using astralA place of hopelessness, eternal despair, projection, gate, or a permanent portaland consuming apathy, Dolurrh is the realm to the plane), finding the soul of where mortal souls go after death. It is not a the deceased, and bringing it backreward. It is not a punishment. It just is, to the Material Plane can a deceased character be returned to life during Dolurrh has the following traits: this period. Once the soul is back on the Material Plane, no further magic is• Heavy gravity. required to restore the dead to life. Both• Timeless.• Impeded magic: All spells are impeded. nalfeshnees and maruts frown on having souls• Entrapping: A visitor to Dolurrh experiences increas- retrieved in this manner, however. Dolurrh is remote for a period of one year every cen- ing apathy and despair while there. Colors become tury, precisely fifty years after each coterminous phase. grayer and less vivid, sounds duller, and all experi- ences tainted with ennui. At the conclusion of every Fernia, the Sea of Fire day (of subjective time) spent in Dolurrh, any non- native must make a Will saving throw (DC 15 + the Flame covers everything on Fernia, the Sea of Fire. The number of consecutive days in Dolurrh). Failure ground is nothing more than great, ever-shifting plates indicates that the individual has fallen entirely under of compressed flame, ash, and debris. The air ripples with the control of the plane, becoming an incorporeal the heat of continual firestorms. Oceans of liquid flame shade, an outsider native of the plane, ebb and flow, and mountains ooze with molten lava. Fire rages, with no need for fuel or air, across this continually Travelers trapped by Dolurrh cannot leave the burning landscape. plane of their own volition and have no desire to do so. Memories of any previous life fade into nothingness, Fernia has the following traits: and it takes a wish or a miracle spell to return them. Dolurrh Inhabitants: Nalfeshnee (demon), lemure • Fire-dominant.(devil), marut (inevitable). • Mildly evil-aligned. Monster Manual III: Sorrowsworn (demon), ephemeral • Enhanced magic: Spells with the fire descriptor areswarm, plaque brush. Coterminous: When Dolurrh is coterminous, slip- maximized and enlarged page can sometimes occur between the Material Plane and • Impeded magic: Spells with the cold descriptor are impeded. Fernia Inhabitants: Azer, balor (demon), pit fiend (devil), fire elemental (all), efreeti (genie), hell hound, magmin, fire meghit, magma mephit, steam mephit, rast, salamander (all). Manual of the Planes: Firre (eladrin), magma paraele- mental (all). 95MAGIC Monster Manual III: Cinder swarm, conflagration ooze, undead, and receive the maximum possible turn- harssaf, phoelarch, zezir. ing damage result. Coterminous: When Fernia is coterminous to the • Impeded magic: Spells that use negative energy are Material Plane, regions of intense heat-primarily areas surrounding volcanoes-begin to take on some of the impeded. plane's traits. Conditions of extreme heat (air temperature Irian Inhabitants: Lantern archon, ravid. over 140°F) become even more intense: Breathing such Manual of the Planes: Xag-ya. hot air deals 1d8 points of damage per minute, and the Monster Manual III: Lumi. heat itself deals 1d6 points of nonlethal damage every 5 Coterminous: When Irian contacts the Material minutes (Fortitude DC 20 + 1 per previous) check negates). Plane, life blossoms where the two planes touch. Days Lava or magma deals 4d6 points of damage per round of are brighter, colors are more vibrant, sensations are exposure, plus 2d6 points of damage per round for 1d4 more intense. Spells that use positive energy are cast at rounds after exposure ceases. +1 caster level, and clerics turn undead as if they were one level higher. Entering a pool of lava or a similar manifestation Unlike with most other planes, Irian's influence does of tremendous heat (such as a raging firestorm in the not reach to specific places on the Material Plane during Mournland) while Fernia is coterminous has a 30% chance its coterminous phases. Rather, its manifestations occur of causing a character to be whisked to the Sea of Fire. for the hour surrounding noon across Eberron. Irian is Similarly, natives of Fernia can enter the Material Plane coterminous for a period of ten days in the springtime in such areas, and are 70% likely to be encountered near month of Eyre, once every three years. any area of intense heat. Remote: As life blossoms when Irian draws near, life loses its bloom when Irian moves to its remote position. In areas of extreme heat, spells with the fire descrip- Nights are darker, colors seem to fade, and a numbress tor are enhanced by being automatically enlarged and hangs in the air. Spells that use positive energy are cast empowered. at -1 caster level, and clerics turn undead as if they were one level lower. These effects pervade Eberron for Fernia is coterminous to the Material Plane for one a period of ten days in the autumn month of Sypheros month (the midsummer month of Lharvion) every five once every three years, a year and a half after each coter- years. minous phase. Remote: When Fernia is remote from the Material Kythri, the Churning Chaos Plane, heat becomes somewhat less intense. Conditions of extreme heat (air temperature over 140°F) are reduced A roiling soup of land, water, air, protoplasmic ooze, fire, in severity: Breathing the hot air deals only 1d4 points magma, hissing steam, smoke, dust, ice, blinding light, of damage per minute, and the heat itself deals only 1d3 pitch darkness, acid, flashing lightning, cacophonous points of nonlethal damage every 5 minutes (Fortitude sound, and seemingly every other substance and energy DC 12 + 1 per previous check negates). Lava or magma found in the universe fills the plane of Kythri. Every part deals 2d4 points of damage per round of exposure, plus of the plane constantly changes. A creature, native or just 1d4 points of damage per round for 1d3 rounds after visiting, can sometimes exert enough will to hold a location exposure ceases. constant and stable—for a short time. Except in areas of extreme heat, spells with the fire Kythri has the following traits: descriptor are more difficult to cast, requiring a Spellcraft check (DC 15 + spell level). • Objective directional gravity: The direction of gravity Fernia is remote from the Material Plane for one changes frequently. month (the midwinter month of Zarantyr) every five years, two and a half years after each coterminous phase. • Highly morphic: Kythri constantly changes. A given Irian, the Eternal Day area, unless magically stabilized somehow, can react to specific spells or sentient thought. On Irian, a brilliant white sun hangs in the center of a crystalline sky, bathing the radiant landscape below in • Strongly chaos-aligned, shadowless light, Forests of crystalline growths, moun- • Enhanced magic; Spells with the chaotic descriptor tains of pure guartz, rivers of liquid glass, and sun- bleached deserts of pure white sand define the landscape are maximized and enlarged. of this plane. • Impeded magic: Spells with the lawful descriptor are Irian is awash in positive energy—not intense enough to harm life, but sufficient to encourage and sustain life impeded. in a variety of unusual forms. Creatures of light and life Kythri Inhabitants: Chaos beast, githzerai, howler, make their home here, but they are not necessarily crea- slaad (all), titan. tures of good. Monster Manual III: Quaraphon. Coterminous: Kythri's proximity has no unusual Irian has the following traits: effects on the Material Plane, though popular supersti- tion links its coterminous phase to historical periods of • Minor positive-dominant. unrest and conflict. (For example, some stargazers believe • Enhanced magic: Spells that use positive energy, that Kythri was coterminous to Eberron's Material Plane in the years before King Jarot's death and the first decades including cure spells, are maximized. Characters after the start of the Last War, but no firm evidence exists receive a +4 bonus on Charisma checks to turn to support this theory.)96True to the plane's chaotic nature, Kythri's move- • Minor negative-dominant. MAGICment through the Astral Plane is utterly erratic, enter- • Enhanced magic: Spells that use negative energy, ing a coterminous phase at apparently random intervalsand remaining in that state for anywhere from a day to including inflict spells, are maximized a century. • Impeded magic: Spells that use positive energy are Remote: When Kythri is remote, it exerts nonoticeable effect on the Material Plane. impeded. Mabar Inhabitants: Barghest (all), shadow, shadow mastiff. Manual of the Planes: Xeg-yi, yugoloth (all).Lamannia, the Twilight Forest, is a realm of raw and wild Monster Manual III: Gloom golem, necronaut, trilloch, nature unbounded, untouched by civilization. Despite vasuthant, yugoloth (all). the plane's name, the forests that stretch in all directions All the creatures listed above are immune to damageare not its only terrain feature—majestic mountains, wide from negative energy, including the ambient energy of grasslands, sultry swamps, rolling hills, and even deserts the plane.and tundras make up the vibrant biosphere of Lamannia. Coterminous: When Mabar is coterminous toAll kinds of plants, animals, magical beasts, and bestial the Material Plane, every shadow grows blacker andoutsiders are found in the Twilight Forest, as well as air, colder, and the nights become far deadlier. Spells thatearth, and water elementals. Lycanthropes, too-rare on use negative energy are cast at +1 caster level if cast in Eberron-are common in Lamannia, since many fled to darkness, and evil clerics rebuke or command undeadthis plane during the crusade that nearly exterminated as though they were one level higher as long as they arethem from Khorvaire. in darkness. During the night and while underground, travel between the planes is much easier—simply step- Lamannia has the following trait: ping into an area where no light shines can transport a character from Eberron to Mabar, and barghests and• Enhanced magic: Druid spells are extended. shadows emerge from the Endless Night to hunt the nights of Eberron. Lamannia Inhabitants: Achaierai, animals (all), Mabar enters a coterminous phase for three darkarrowhawk (all), belker, celestial animals, beilith nights once every five years, on the nights of the new moon(demon), hellcat (devil), air elemental (all), earth element- closes to the winter solstice. tal (all), water elemental (all), fiendish animals, dijuni Remote: When Mabar is remote, shadows seem a little(genie), avoral (guardinal), leolal (guardinal), hellwasp lighter and nights not so fearsome. Spells that use nega-swarm, invisible stalker, lycanthropes (all), were enever five years, around the full moon nearesidus mephit, earth mephit, ooze mephit, salt mephit, clerics rebuke or command undead as if they were onewater mephit, nightmare, thoqua, tojanida (all), vermi level lower. Mabar is remote for a period of flow auttumn(all), sorn (all), yeth hound. days once every five years, around the full moon nearest the summer solstice, two and a half years after each Manual of the Planes: dao (genie), marid (genie), ooze coterminous phase.paraelemental (all), smoke paraelemental (all). Risia, the Plain of Ice Monster Manual III: Avalancher, battlebriar, dust wight,gulgar, wood woad, woodling creatures. A blizzard above a field of blowing snow that covers an infinite glacier, Risia consists of layer upon layer of Coterminous: When Lamannia is coterminous to cold and ice. Though mountains break the surface of the Material Plane, the power of nature grows. In regions the plain here and there, they are formed of solid ice,of unspoiled nature (particulary the Eldeen Reaches), not stone. Lakes and streams mark the landscape, butplants grow more verdat and animals break the surface of the Material Plane, the power dintins shave to flowing traits: R

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